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Exclusive Review

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AMIGA ACTION SEPTEMBER 1994

THEME PARK reviewed

DISK 2

6 MORE GAMES

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INSIDE Heimdall 2 Solution, over 50 games tipped!

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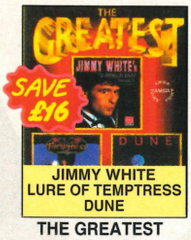

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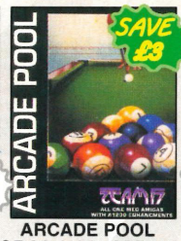

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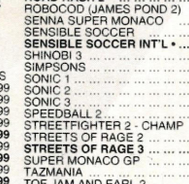

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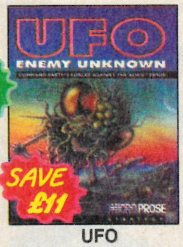

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Word of last month: F- (Leave it! – Paul)

News p10

Rumours abound of moneybags Jack Walker buying Commodore and sticking it up front with Shearer and Sutton. We reveal that this is untrue, but are United interested too?

It's that **Commodore logo** again. This can only mean one thing... find out what in the News

Subscribe p92

Subscribe to Amiga Action. It isn't a request, it's an order. A threat even, but just do it ,OK?

Super Leagues p98

Check out the Leagues to see where your favourite titles of all time currently are. It's exclusive to AA and one of your favourite features to boot! (Yeah right – Paul)

Public Domain p62

On Neil's wage he can't afford to buy full price games (or soap, or food etc) so we give him the best of the freebies to sift through and sort out the good stuff from the bad. He's happy bless him

Check out **Black Dawn special edition** on the PD pages

Reader Reviews p50

Stop sending in reviews of games we don't have! We do not have Barbarian and we do not have Barbarian 2. Leave us alone! Most other things are welcome of course

Talk Back p95

You'd often get more sense out of a Taiwanese madman with no tongue and a serious brain injury, but the lovely Paul practises being polite to you all again

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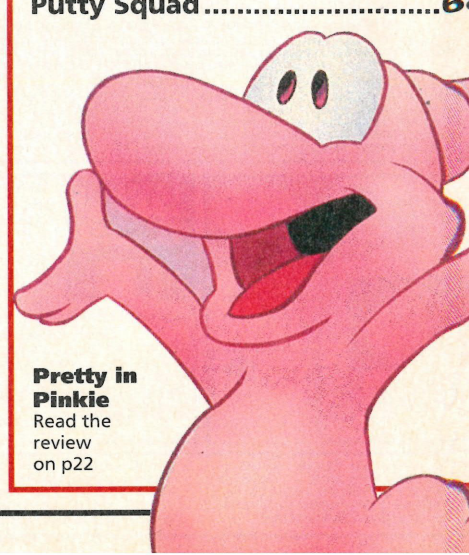
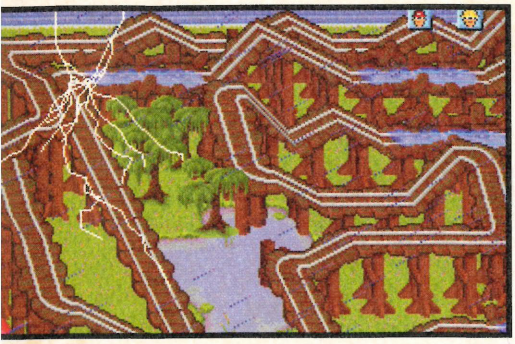


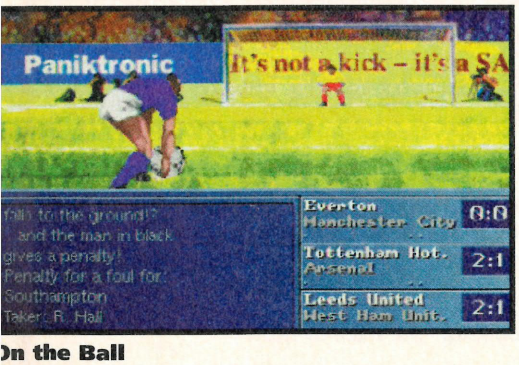
Pretty in Pinkie Read the review on p22



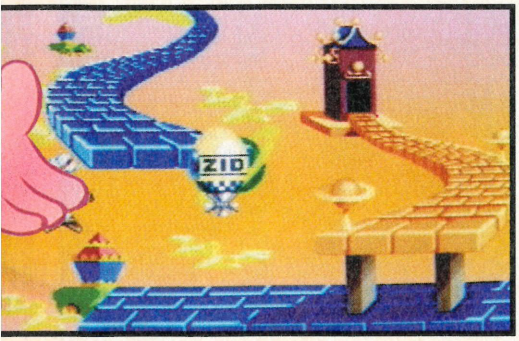
Theme Park
It's finally here. Is it as good as we expected it to be?

Wild Cup Soccer
They thought it was all over. But it isn't!

Bandit Mania
Watch out for the machines with one arm

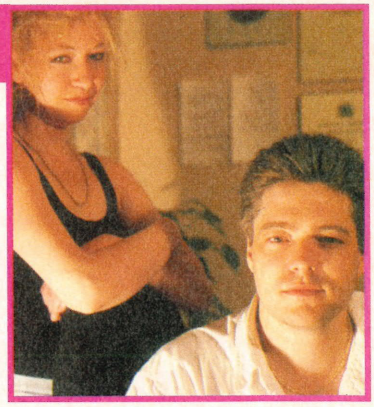


On the Ball
More footy management. There's so much choice now...



Putty Squad
If you have an A1200 then check out this Blue Print

Features

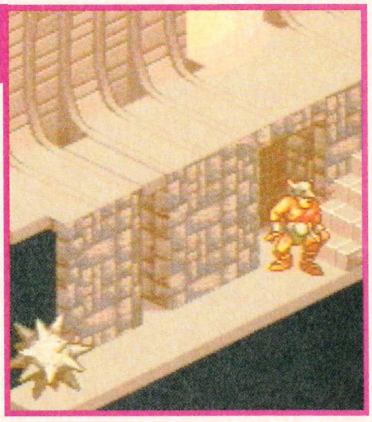


Pinball Illusions p52
The programmers talk exclusively to us about their forthcoming table-top threequel

All Terrain Racing p64
Part two of our look at Team 17's impending multi-racetrack extravaganza

Vulcan p15
Two features for the price of one concerning the creators of Valhalla, and not a pointy ear in sight

Game Guides



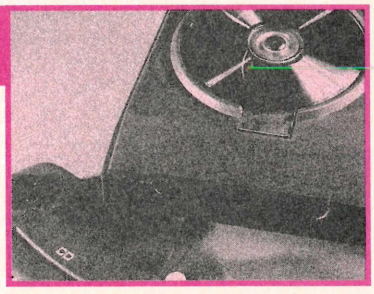
UFO p82
Hints and tips for MicroProse's alien invasion

Heimdall 2 p78
Simon Clays is on hand to guide you through.

K240 p84
More aliens sent back to meet their maker.

Out to Lunch p76
Culinary preparation tips with Pierre le Chef

Competitions



Win a CD32 and 1200! p36&75
Sit back, take off your slippers and allow us to present you with a lovely CD32 courtesy of Gremlin (only if you win our competition of course), and thanks to Penguin, why not treat yourself to a chocy biccy-inspired A1200 while you're at it

Coverdisks p6

Impossible Mission 2025
All-singing, all-dancing, playable demo of MicroProse's follow-up to the original game type thang. C64 owners rabbited on about the first one years ago, and we see no reason why Amiga owners shouldn't do the same this time around.

If you like a platformer which makes you think a little, then Impossible Mission 2025 is possibly just the game you have been waiting for all these years.

Why not put this disk featuring one whole and huge level from the full game into your disk drive immediately? Like, what else are you going to do today?

Cardz
Patience. All will be revealed by our card-filled spectacular

Drelbs
Curious Drelb-infested romp featuring a good guy and an alien bloke

Dynamite Warriors
Unashamed Bomberman clone for five players. Load it up and blow the hell out of your friends and family

Fatal Mission
Superb shoot 'em-up which is er... mission based and can be quite erm... fatal if you ahem... die. Cough

Fleuch
Possibly the pick of this month's PD bunch. A superbly addictive and playable version of the classic Thrust. You will play it for hours. Believe us

Mine Runner
Run around and kill the baddies

The unstoppable cover disk machine that is Amiga Action rampages ever onward. After last month's spectacular we've gone all out to try and top our own efforts, and we have had a great deal of success.

Disk one features an absolutely huge demo of MicroProse's eagerly awaited nostalgia-fest Impossible Mission 2025. The demo sees you charging around the screen searching for parts of a keycard that will allow you safe passage to the next level.

Continuing the reminiscence theme, disk two contains six versions of some of the all-time classic games of all time. The PD arena provides us with Dynamite Warriors, a five-player unashamed rip-off of the perennially popular Dynablaster game, and certainly one to get your mates round for (if you've got any that is).

Cardz is self explanatory to a certain extent but if you need us to be more specific it simulates four variations of the game Patience. Drelbs is, well, bizarre to be honest and I wouldn't like to attempt to describe it accurately. A Pacman of Sorts.

Fatal Mission is an excellent PD shoot 'em-up that will keep players occupied for hours, Fleuch is a Thrust clone. Remember Thrust? Well you will do after you've played this for a well.

Finally is Mine Runner, enjoyable platform fare that gets quite tense on later levels.

Away you go.

Cover Disks

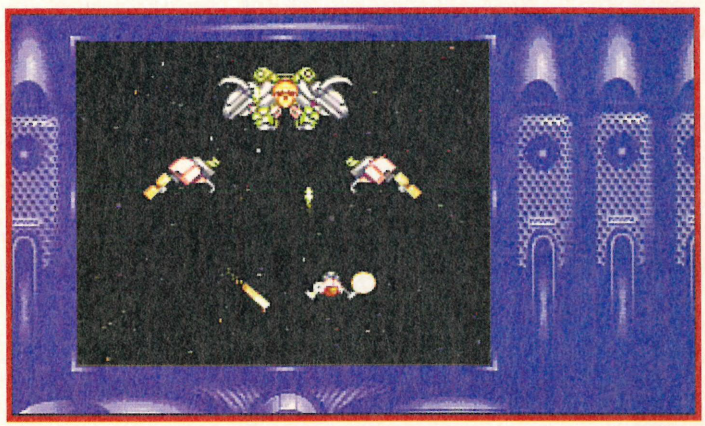
Impossible Mission

MicroProse
(A1200 only)

Impossible Mission is an autobooting, A1200 only demo that is so huge it takes up the whole of our first disk. Therefore, to load the demo all you need do is stick disk 1 in your internal drive and turn on the old power.

The demo is joystick-controlled and fairly simple to play. Left and right moves the character left and right and fire button causes him to jump. When you come across one of those objects on the back wall push the joystick up and a bar marked searching will appear. Keep the joystick pushed up until the bar disappears and if there is anything hidden there you will find it.

Once you have collected all the pieces of the keycard and hopefully the auto solve, head up to the computer at the top of the screen and you should have finished the level.

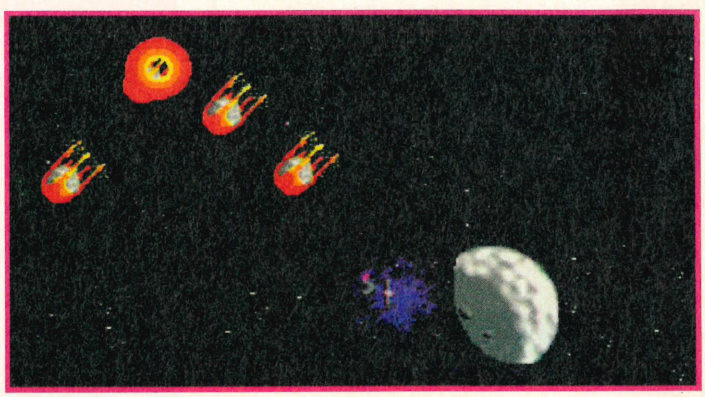


Fatal Mission

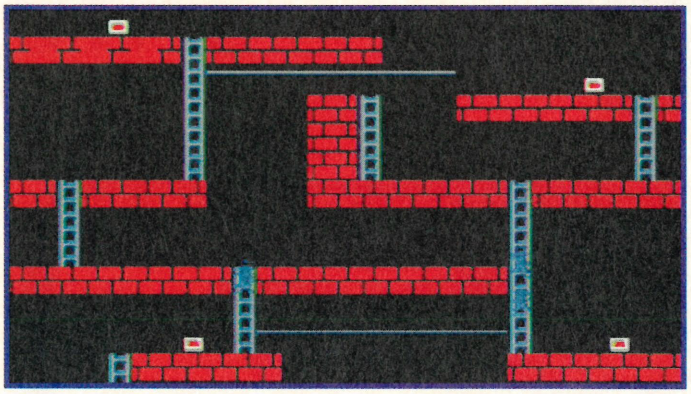
All Amigas

Put disk 2 in the drive and turn on the power. When the menu appears, you'll be amazed to find numbers. Press the corresponding number for this game and it will load in a couple of seconds. Yes, amazing isn't it?

Shoot 'em-up fans, plug your joystick in and you're away. Left, Right, Up, Down, Fire, you know the score by now.



Mine Runner



All Amigas

Put disk 2 into your disk drive and turn on the power. When the menu screen comes up, press the corresponding number (again? – this is starting to get a bit boring now, can we have a change please – Inspector Paul of the Bland Copy Police).

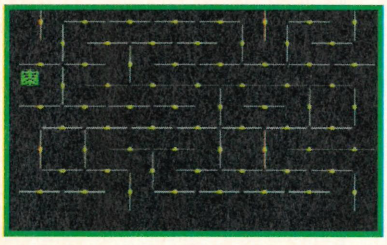
Manoeuvre the joystick to make your little man charge around the screen collecting the objects. To rid yourself of an enemy press the fire button and a hole will appear. When an enemy runs into the hole he will be neutralised for the rest of the round.

Drelbs

All Amigas

Put disk 2 in the drive and turn on... (I've warned you sonny Jim; any more of this repetition business and it's down to the cells – Inspector Paul, BCP).

This is a really weird little game in which the idea is to trap all of the enemies between the walls. I think. Use your joystick anyhow.

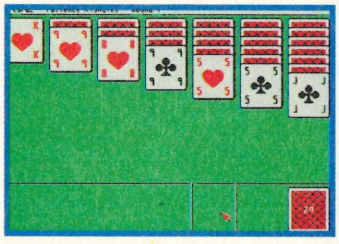


Cardz

All Amigas

Put disk 2 in the drive... (Are you taking the wotsit out of me now or what sonny? How are you fixed for a bloody good truncheoning then? That'll see you right).

This demo contains four different versions of the game Patience and will try yours.

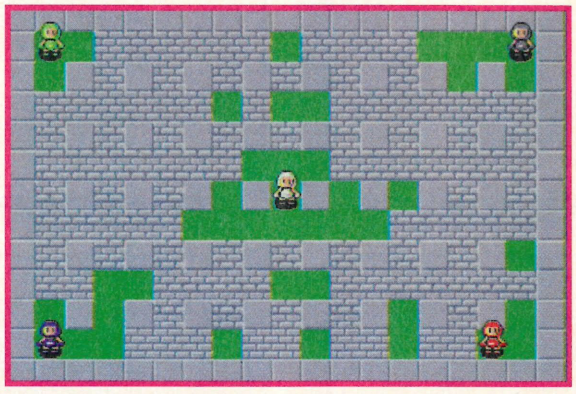


Dynamite Warriors

All Amigas

Put disk 2... (Right! That's it! I've had enough. C'mere you young upstart. [CLUB! CLUB! BLUDGEON! BATTER!] A few more tastes of my dobbing stick and you'll soon see the light).

Everyone knows this one. Yes that's right it's Dynablaster in PD form. This is great fun, especially if you get five friends around and all bash away at the keyboard together.

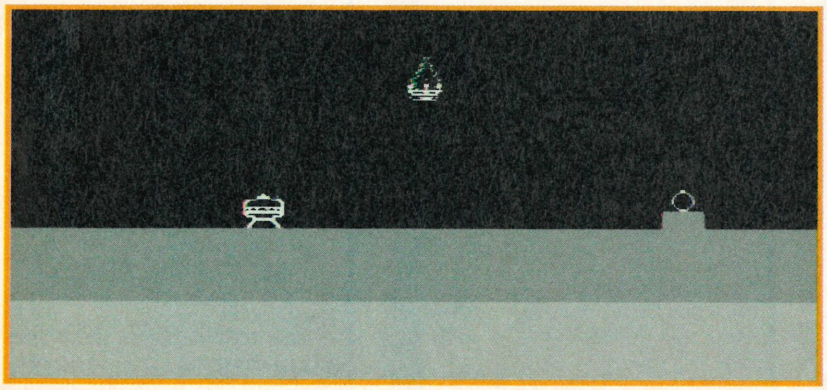


Fleuch

All Amigas

Put disk... (Aargh! God help me, I'm going to murder you. [SMASH! SQUELCH! KILL!]. Oh, er, hello Superintendent, this gentlemen has rather sadly fallen down the stairs.

The instructions for this come up on the screen so there really is no need for me to tell you what to do. Which is quite handy really, given that space is out.



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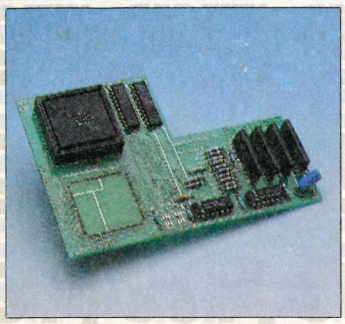

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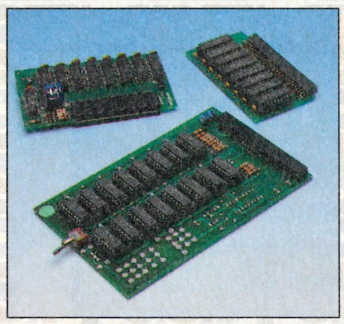

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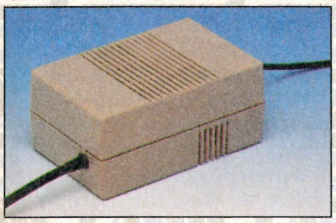

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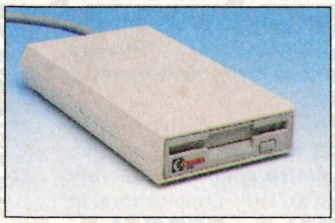

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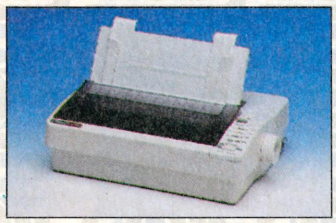

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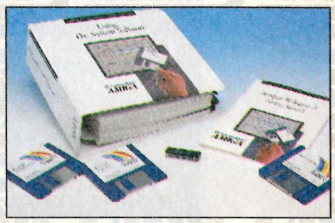

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COMMODORE'S FEET... STILL DRAGGING, OR WHAT?

First word

Hello and welcome to the inaugural and hopefully final issue of Fawlty Action. Not too much has gone right this month, and so comically insane has been Paul/Basil's behaviour (Quote: "Right! That's it magazine! I've laid it on the line for you time and time again! I'm going to give you a damn good thrashing!") that we've stripped him of all responsibility as part of our coup d'état. Luckily the rest of us have kept our dignity, so apart from the contributions of the Cleese-esque one, the mag, as usual, is spot on. In fact it's more than that, what with exclusives such as Pinkie and Pinball Illusions and the – 'hem, 'hem – superbly written features. Sit back and relax then, secure in the knowledge that some of us, at least, still do some work around here. And remember – don't mention the war... ***STEVE***

Commodore's (?) great and wondrous show

Commodore eh? Who knows what the hell's going on. We certainly don't, and yet again we have to say those immortal words... "But we should be able to tell you next month." This is the latest..

Last month (or was it the month before?) we reported that one or two major electronics companies were very interested in acquiring Commodore in some form or other, and that the most likely new parent would be Samsung. Samsung – and indeed Philips and Amstrad if rumours are true – still aren't out of the picture, but a new scenario appears to be unfolding, namely that Commodore themselves are planning a buyout of sorts!

Commodore UK that is, subsidiary of Commodore, and one, if not the most successful branches of the – well, falling giant. We're not sure what this would entail, and besides, yet another possible outcome was reported in industry magazine Computer Trade Weekly recently, whereby Jim Dionne, one-time Commodore US boss, was organising a management buyout of his own. But we've never heard of him.

Forget all that for now though – everything will get sorted out one way or another, we're sure – and listen to this: Commodore are having a consumer show. Good news in itself, but amazing considering the present situation.

Taking place at Wembley Arena between November 18 and 20, the show – likely title World of Amiga just in case the Commodore name has vanished by then – will be an "extravaganza of all things Amiga."

Amiga Action will be there as co-sponsors of the event to give you a once-in-a-lifetime chance of copping a look at our mugs, along with, allegedly, all the top software companies, dying to show you their newest and bestest games.

Already Commodore are anticipating a very large attendance for what will be the primary consumer show of the year. Watch this space for more information.

Comic capers

Street Fighter II was without doubt a less than successful conversion to the Amiga, but that doesn't seem to have dented the popularity of Ryu, Balrog, Ken and the rest to any great extent.

In a bid to tap this seemingly bottomless pit of beat 'em-up interest, Manga publishing (famous for their range of rather strange and violent animated videos), are proud to announce the release of their very first magazine title, Street Fighter II - the comic.

Each issue will featuring a 32-page, full colour story plus a collectable poster of a character from the game. Manga are hoping that Street Fighter II will be a sure fire hit with its intended teenage audience.

This monthly addition to your local newsagents goes on sale this month at a reasonably priced 95p and includes a free pack of Super Street Fighter II stickers. Woooh!

TURBO TEAMSTERS

With their latest racing project, All Terrain Racing (ATR), in full and rampant swing, Team 17 have decided to release an old favourite as part of their ridiculously impressive budget range of titles.

Overdrive, in case you didn't know, comes complete with 20 circuits to race, five different tyre-squealing scenarios ranging from Grand Prix circuits to icy glaciers, and a whole host of bonuses and power-ups to be collected along the way. All this for just £10.99, and it should be on sale now.

LUCASARTS SPLIT FROM GOLDIES... MR. BLOBBY...

LucasArts Leave US Gold! Er, shocker

Top US developer LucasArts have severed ties with long time partners US Gold, and in a shock move have switched their allegiances to Virgin. The LucasArts/US Gold partnership has been responsible for some of the best games seen on the Amiga, including the Monkey Islands, the Indy Jones's and Maniac Mansion.

Tie Fighter, the PC space combat simulation, and follow up to the acclaimed X-Wing is the first game from the new partnership, though apparently even this was due for a US Gold release. Fate of Atlantis was the last LucasArts Amiga game, released well over a year ago, and it seemed certain that we'd seen the last of the Georgester's products.

With Virgin sill strong supporters of the Amiga, all this could change, and although it might be asking too much to see the PC smashes Day of the Tentacle and Sam and Max, who knows what the future might hold? We certainly don't, because when you're on deadline and there's nobody available at Virgin, all one can do is speculate. Which is precisely what we are doing...

MR. AMIGA DIES

American Jay Miner, the man generally regarded as most responsible for the emergence of the Amiga, died at the end of June.

Top soundz

Those of you who own an FMV module for your CD32 (hello?... hello?...) will be interested to know that Picture Music International have begun releasing video CD titles as of 25th July. Five titles comprise the initial release – they're compatible with a number of machines – from such, um, storming artists as Kate Bush and Tina Turner. At £18.99 they appear to be pretty good value for money, and are available from the usual kind of outlets; Our Price, Smiths, that sort of thing.

In the pink

Oh dear. Oh deary deary dear. Guess what Millennium have gone and done. You couldn't in a million years, so unfortunately it's up to Amiga Action to break the news to you. We'll try to be gentle...

They've only gone and signed up Mr. Blobby haven't they. Yes that's right, that great lumbering pink thing the nation has so quaintly and outrageously taken to its heart will be, er, lumbering around your Amiga before the year is out. When we learned the news, Amiga Action were straight round to the court of human rights to see what could be done, but all to no avail. The Millennium/BBC deal had been signed, and with only the i's to dot and the t's to cross nothing can bar the game's way.

In all fairness it is a big licence, and if Millennium keep up their recent good work the game should prove excellent. Still, ooh dear, eh?

CD32 GOODIES... BIT OF A COMP... AND STUFF...

Ryder Cup; the most impressive looking golf game to date, but what will US Gold come up with?

Golden holes

US Gold might not have LucasArts any more, but they're still dedicated to programming original Amiga games, with two pre-Christmas releases already scheduled.

The licenced World Cup Golf is "set to break industry history" by launching on five formats, one of which will be the trusty CD32, likely to be the only Amiga platform for the game. Programmers ARC developments claim that World Cup Golf will be "way ahead of anything else on the market", stressing the need for CD technology, explaining that the "non-CD hardware currently available isn't far enough advanced" for their immense storage requirements. An enormous amount of options and tournament features are promised, plus the deal allows the usage of four of the most spectacular courses in the world.

Also on the horizon is a racing game – an overhead rally game in fact. Apparently the programmers spent a considerable amount of time writing cars off in a remote part of the country in order to make it as authentic as possible. More news, obviously, as we get it.

MENTALITY CHECK

Tic Tac Toe? Last month's coverdisk? The address from where to get Bandit Mania, the full game containing TTT and two more, is on the disk, dreepsters, but hey – if you'll just stop phoning we're perfectly willing to print it right here, and we're also happy to point out that it costs just six quid.

Mental Image, 16 Mile End Avenue, Hatfield, Doncaster, South Yorks, DN7 6AU. Alright now?

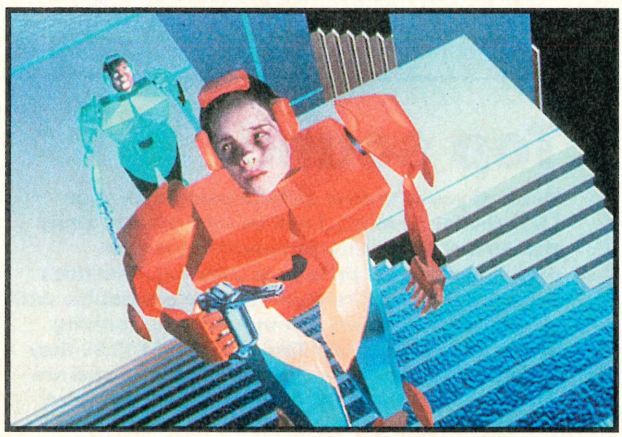
Jimmy P. Vid Comp!

Good heavens above, we should have done this last month but we seem to have forgotten! Never mind, better late then never as they say.

Right. We have 10 copies of James Pond 3 to give away (yes, on top of the ones later in the magazine! – zany eh?) plus five copies of the video Ghost in the Machine, for which Millennium found some bizarre and tenuous James Pond connection that even a month late, escapes us. In order to win one of these beauts, you need to complete the hastily knocked together tie-breaker below in no more than 750 words. No questions, just that. The five funniest win the vid, with the 10 runners up delighting to the meaty thump of JPA1200 dropping through the letter box. Not that we're saying James should be seen as a wooden spoon, but hell, we have to work out the prizes somehow...

TIE BREAKER: Even though he's just a fish, James Pond would doubtless be excellent at riding a motorcycle side saddle. because....

(Send your ludicrously unfunny attempts to the usual AA address)



MysterX Update!

What's happening with MysterX then eh? Well, actually not much, or at least, there isn't a great deal to report. Neil Axe has been spending some time with his family in New Zealand for a few weeks, while Chris Elliott has been quietly getting along with the task of honing the gameplay.

The Neil sprite is at the stage where it actually walks across the screen now instead of gliding, and Michael, Roger and Julian are all taking shape to some extent or other. Some decisions still need making regarding the number of moves the characters can perform, but everything is moving along smoothly and it seems certain that the pre-Christmas launch will be met. Look out for Neil's Defence Sense video which goes into production soon, and also, late night TV viewers might want to look out for Neil on the James Whale Show...

Senseless things

We aren't infallible you know. Occasionally, in the heat of the moment when the keyboard is steaming and the creative juices are all aflow, we say things we rather wish we hadn't. And then sometimes we just talk rubbish. Meander with us down memory lane and marvel at just how pump we can be

WHAT WAS SAID	ANALYSIS	CRINGE FACTOR	WHAT SHOULD HAVE BEEN SAID
"Heigh-ho, heigh-ho – off they go again. To plough through snowmen, drifts and puddings those Lemmings have returned." *Rachel Ashworth, Lemmings review, issue 52*	An attempt to create a Christmassy atmosphere by, erm, changing the words of the seven dwarves' work anthem. Unfortunately it didn't rhyme, flow or sound any good at all.	**9/10**	**"Can anyone help me out with an intro that's not crap please?"**
"Get ready to splash some cash when this baby rears its head." *Paul Roundell, Stardust preview, issue 47*	God help us.	**10/10**	**"Stardust will be a worthy purchase when it arrives."**
"...even I'm overwhelmed by the amount of mail in the Over The Edge postbag." *Brad Burton, OTE, issue 52*	Brad returned from the weekend under the spell of some bizarre delusionary fantasy.	**7/10**	**"Are you sure there's no post again today?"**
"That Terminator 2 image will make a great cover." *Everyone (except me! – Steve), December 1993*	What, pray, had we been drinking?	**6/10**	**"Is this the only artwork there is?"**
"Impy Mish is a good, solid, platform game..." *Paul McNally, Impossible Mission 2nd opinion, issue 59*	Impy Mish? Impy Mish for God's sake? We can only assume that the feathered one's mind was on his imminent holiday.	**8/10**	**Impossible Mission is a good, solid, platform game.**
"The Bitmap Brothers' name alone should ensure success." "In case you didn't know they were responsible for the original." "(The Bitmap Brothers) have the pedigree to take MicroProse to the top of the charts once again." *Paul McNally, 'Impy Mish' preview, issue 58*	Bitmap Brothers? Bitmap Brothers for God's sake? We can only assume that the feathered one's... etc. etc.	**10/10**	**"I haven't listened to the PR person properly, but am more than willing to plough on regardless."**
"...and all your basic platform rules then apply." *Neil Jackson, Benefector coverdisk text, issue 56*	Nice sentence, good structure, but it isn't really a platform game Neil, is it?	**10/10**	**"No Paul, the page isn't ready yet, I need to play the game some more."**
"With the information I've uncovered... I could probably close down a large portion of the worldwide Amiga piracy network." *Brad Burton, piracy feature, issue 58.*	"Well doctor, I'm prone to exaggeration. I do it 10,000 times a day."	**8/10**	**"With the information I've uncovered... I could probably get a lad from Salford in bother with his dad."**
"In fact the entire game seems to be filled with features taken from the film." *Paul Roundell, Dracula feature, issue 48*	Enthusiasm at an early stage is all very well, but keep within the realms of sanity.	**8/10**	**"The entire game seems to be filled with crap things which you saw on the first screen anyway."**
"I will be very surprised if it doesn't live up to my expectations." *Steve McNally, Jack the Ripper Blueprint, issue 50*	Get ready for a sur-priiiiise.	**8/10**	**I will be very surprised if we ever hear of this game again.**
"There is plenty of depth in Deep Core." *Steve McNally, Deep Core Review, issue 49*	Sub-editor's day off was it?	**6/10**	**"Because I write for a living I am capable of describing games without resorting to unimaginative repetition.**

Right, that's all we can think of/be bothered to find for now, but rest assured we'll be back in the near future with more ridiculous outbursts – all fully intentional, of course. In the meantime, should any of you come across something you feel we missed, keep it to yourselves, eh?

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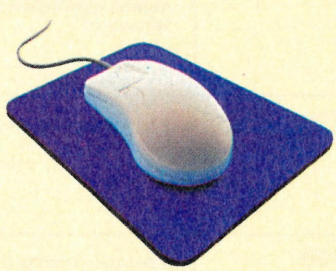

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Vulcan

The Final Front"ear"

Their ground breaking speech adventure has just been released, provoking extreme reactions in the games press. But the couple behind it all are more interested in films and music and are as bemused by it all as we are. Amiga Action toast Vulcan Software: may they live long and prosper

BY STEVE McNALLY

At this moment I can't think of a single publisher that hasn't been around for at least a couple of years or more. Empire, US Gold, Audiogenic, Team 17. All have had their fingers well and truly in the pie for a considerably long time, and this possibly goes some way towards providing the answer to the question of why games have gone a bit stale of late.

Even when a new publisher comes along, no one gets that excited. It may sound cynical but you honestly expect them to fail. "They'll do one game, it'll bomb and that'll be that" is what you find yourself thinking, and perhaps the distinct lack of junior companies is testament to that fact.

I was guilty of this just a few short months ago after putting the phone down following a

Vulcan the Final Front"ear"

conversation with an excited, and, it has to be said, somewhat mad gentleman going by the name of Terry Carrington, which went along the lines of: "new game... talking adventure... first of it's kind... bringing it in..." and so on. When I had recovered my composure I announced to the rest of the team that Tony from Volcano Software was bringing in the first game they had ever done. It was going to be a ground breaking adventure with full speech and it was on disk not CD! To say that I wasn't greeted with hoots of derision would be a lie because I was.

"Ooh, we've never heard that one before, a ground breaking game! We can't wait," they cried in unison and I have to admit that I didn't exactly strain myself in an attempt to shout them down. I can honestly say that in my two years on the magazine we have never got anything more wrong (and there's some pretty stiff competition I can tell you. That Bitmap thing for one, not too mention Shoot Pontoon).

What the hell, etc...

Of course, as I'm sure you've realised by now the software house was Vulcan not Volcano and the game was the already legendary Valhalla and the Lord of Infinity.

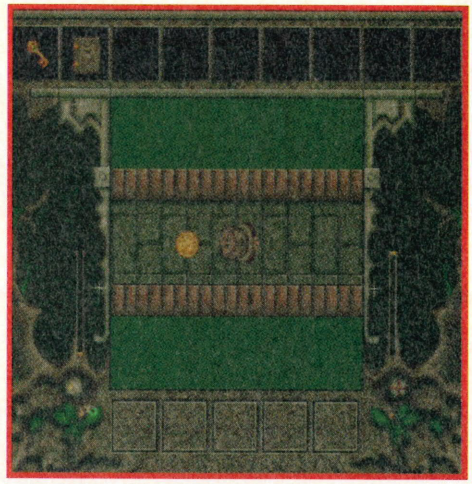
We are always conscious about not overmarking games, the same as we are about undermarking them, and a superb game will rarely score over 92% if it's lucky. The fact that Valhalla received 2% more than what is the highest mark we would usually award to a game was enough to make us think that they deserved looking into in a lot more depth – after all it was their first attempt at programming.

A somewhat daunting trip to Portsmouth (an almost 600-mile round trip) was set up to discover what and who was behind the hottest property to hit the Amiga since Cannon Fodder.

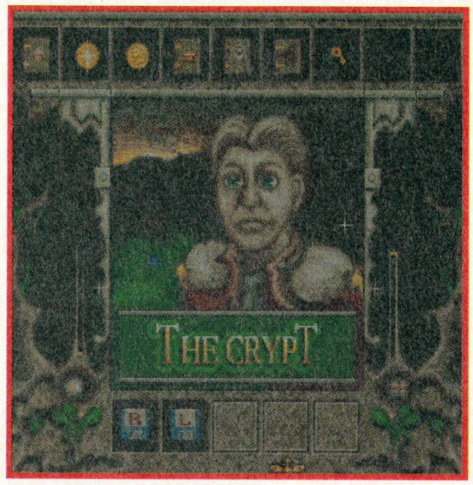
The major appeal of the game for me was that it was so different to anything I had encountered before, and once we had met Paul and Lisa it was easy to understand why, as they too are also very different to the norm.

The game's main (and only) programmer, Paul Carrington, is a budding film director and accomplished writer on the brink of success with a film which opened at the recent Cannes Film Festival and is currently the subject of negotiations with the BBC for possible screening in one of the those Screen Firsts series.

Lisa Tunnah (who assures me she's a fellow Mancunian although she sports a particularly strong Southern accent) comes from a musical background which includes playing various instruments and the recording of an unpublished album of songs she penned herself (take note record company-owning readers). Not content with music though, she dabbles with writing, has a degree in the Theory of Design and is responsible for both the game's storyline and general design.



Valhalla, as if you didn't know



The Crypt, that's a place where bodies are kept that is. Yes

Check out Paul Carrington, as he blatantly poses camera. He's been on the telly you know. With th

'We don't want to give the impressio our feet in the industry, and if we lik

It seems strange then, that these multi-talented people would want to even bother themselves with the undoubted hassles and frustration that come hand in hand with producing a computer game.

"Money is all important in both the music and film industries," explains Paul." If you don't manage to get backing off someone it is impossible to get anywhere, and it is unbelievably difficult to get someone to believe in what you're doing as strongly as you do. We see computer games as a way of making the money we need to do the things we really want to, and also opening up a new medium to us [multimedia] on which to produce film work other than conventional methods."

It would seem that the fact that neither of them comes from a computer-related background has worked in their favour. Because they have no pre conceived ideas of what a good game should contain they are virtually unlimited in the ideas that they can incorporate. One thing that does worry me though is the thought that they are in it purely for the money. If their next game is up to the same standard, but Vulcan decide to take the money and run, the industry could be faced with losing one of the most exciting and innovative new developers around to other causes and this can only be a bad thing. Are they planning to get out as quickly as possible.

"Certainly not. The advent of multimedia and the CD32 opens a lot of doors to us," Paul mused. "My interest in film work and Lisa's music can be incorporated in the future and there is the opportunity to create the first truly interactive film experience, something which has been tried on numerous occasions but never with any great degree of success and, for us, that would be a great achievement"

"We definitely don't want to give the impression that we're not interested in games," Lisa chipped in. "Valhalla is our first ever project, and we've enjoyed doing it a great deal. To be honest we're still finding our feet in the industry and, if we find we like it we'll be sticking around for some time. Hopefully when the computer side of things develops we'll have more time to concentrate on other non-computer projects but, as long as Valhalla is successful Vulcan Software will continue full steam ahead."

It has to be said, Valhalla's reception by the computer press has been a strange one. It would seem that absolutely nobody thinks it's alright; it's either absolutely brilliant or bloody awful. Personally, I can't see any reason why some people have treated it with the disdain that they

What AA said:

"Despite all the technological advances and increased programming capability of the last half dozen years, this really is a first, a true original."

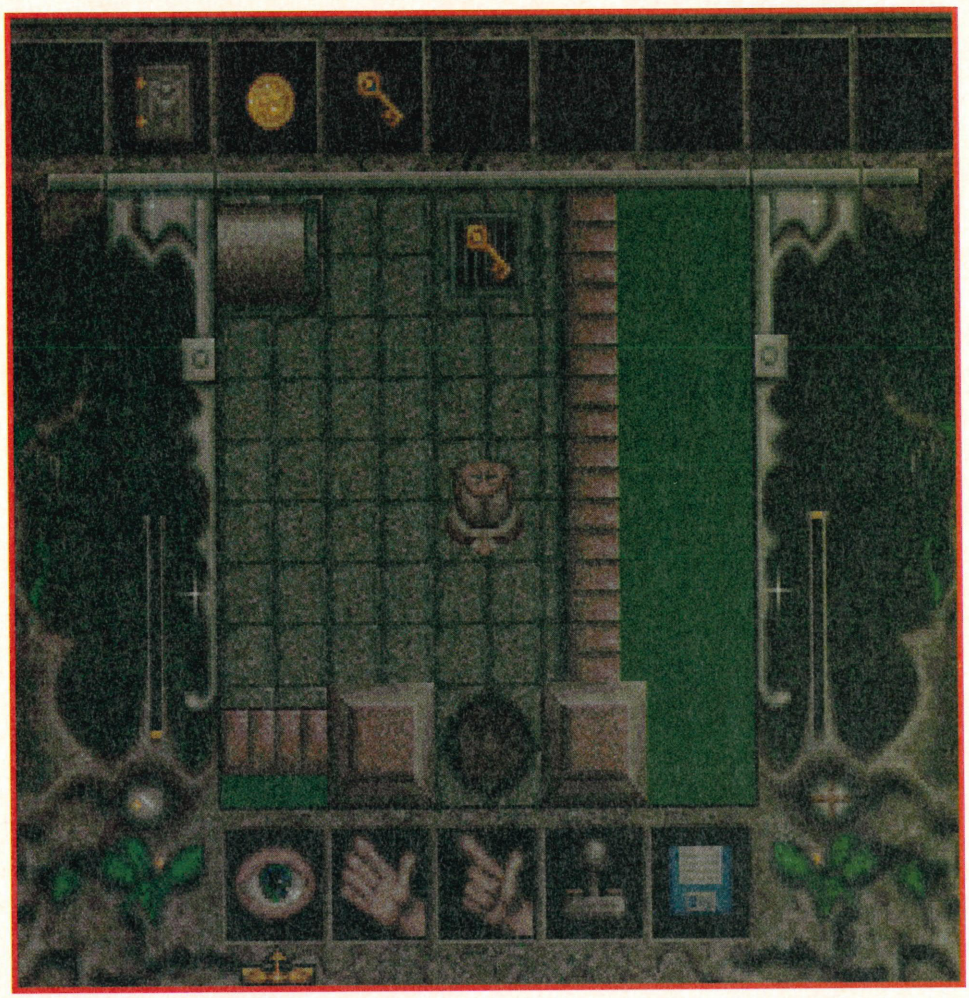
"The user interface is the easiest I've come across."

"The speech absolutely makes the game, and the Prince has a comment for anything he comes across that you care to query."

"The difficulty curve isn't that steep; it starts damn tricky and it stays that way throughout."

"The opinion here is that it is possibly the most instantly captivating game ever to come into the Amiga Action office."

"There's no disk swapping during a level – it's amazing to think that no one's managed it before"



If you like a good adventure you're sure to like Valhalla. And we should know

hat we're not interested in games... we're still finding t we'll be sticking around for some time'

have, but that's just my view. What do Vulcan think?

"We really don't understand it ourselves, although we can't profess to offer an opinion on how these things usually work. Valhalla has received marks ranging from the mid 90s right down to below 20 from one magazine, and from what we can tell from reading back issues of the various magazines this is certainly not the norm. As far as we were aware games tended to get around the same marks from the majority of magazines with just one or two exceptions, but certainly nothing as wide ranging as this."

So are they worried that the adverse publicity might seriously damage their chances of success, given that their future production of software is riding on a good deal of success?

"We're hoping that it will have exactly the opposite effect actually," offers the blindly optimistic Lisa. "People will hopefully look at the better marks, then see the more negative comments and think, hang on, that's a bit funny, and decide to make up their own minds instead. With any luck all the publicity we receive will just serve to heighten awareness of our product.

"In a strange kind of way we're glad that the poor scores were so ridiculously low rather than around 50 or 60% because it will make people think more. We were very disappointed by the adverse reaction though, we firmly believe in our product and know how good it is, but the two awful marks we received would suggest that we have unwittingly made enemies of some people already, and that is certainly not the start we were looking for.

"We're new to the industry and are the first to admit that because of our inexperience in the field we have more than likely made mistakes. To begin with we were unsure what the magazines wanted from us and to be honest, although it is clearer now we are still not 100% certain. Some magazines seem to like our approach, others don't and we're not too sure why."

The thing that surprised us most at Amiga Action was their determination to publish the game themselves. There may not be that many new software houses around but development teams, which is essentially what Paul and Lisa are, spring up all the time and are snapped up quickly by one of the major software houses. Publishing a game is a daunting prospect in itself but when you are designing and programming the game as well it must be a real nightmare. How did you resist the temptation to sell up and get some money in your pockets?

"It was tempting," admits Paul. "At one stage people were virtually falling over themselves to buy up the rights to the game and they were offering big money. It was difficult to resist but we have always thought that we want to develop the Vulcan Software name, and the only way to do that is to get your name on the box as the publisher. All the offers we received were obviously to publish the game under a different name and that was something we really wanted to avoid. It may backfire and if that happens we go out of business, but hopefully that won't happen."

Engage!

The future obviously depends on the success of Valhalla, but if the money starts to roll in, as it should and it is viable to continue producing games then what are their plans?

"Well, we've got one or two projects on the go already but they are very much on the backburner until the Valhalla launch is out of the way. We've set ourselves a precedent now of producing ground breaking games and we fully intend to establish that as a trend rather than a one-off event. Obviously there will be a sequel to Valhalla but before that we're planning something very special.

"We can't really go into too many details at the moment because we aren't entirely sure how the game will work ourselves yet, what we will say is that it will have full speech again but this time there will be around 100 different characters, each with a different voice and personality.

"When it comes out we know it will make people sit up and take notice in the same way this one has, and that can only be a good thing."

Vulcan the Final Front"ear"

Them on us

Sooooo... what does your average fledgling software company think of the people they have to deal with, the people in whose hands the fate of their toils lies? Vulcan's Lisa Tunnah spills the beans

I'd spoken to Steve several times on the phone, and when he informed me he was quite upset because he never seemed to get any perks, we thought it was the perfect opportunity to give the guys from Action a bit of a treat. So we took out a bank loan and invited them round for beer and sausages [in the best interests of the magazine, of course – Paul].

So there we were stuffing our faces and drinking large amounts of everything when I decided it was high time the tables were turned.

"Why can't I interview you instead?" I asked. "You're always interviewing people, and I bet the readers of Amiga Action would love to know more about the men behind the mag," I continued in a somewhat slurred fashion. They exchanged [well-it-saves-us-a-job type... – Paul] glances, then looked at me, said "OK", and went back to stuffing sausages.

"What, you'll print it?"

"Sure," they replied, and downed another keg of ale.

Now it seemed like a great idea at the time, but here I am up to my eyes in disk labels and messages from upset people wanting to know why I can't personally deliver them their copy of Valhalla like now, this very minute. Oh well, here we go...

Steve's wonderful

From the point of view of a software company desperately trying to get our first product to the public, the magazines are an essential part of the process; from Virgin to Psygnosis to little ol' Vulcan, the power they exercise over our future is immense and with their witty lines and bold and colourful percentages they can send you to the sky or back to the job centre, and we creep about them crying: "Please like us – we write good games, honest!"

From these beginnings I guess I expected Steve and Paul to be power-wielding, hard-nosed journalists [guffaw – Paul], but instead they turned out to be – how can I put it – two really nice guys! Yuk, sometimes I'll say anything for a god review...

Both seemed refreshingly unaware of the power contained in their word processors, or at the very least unaffected by it. As far as Paul and Steve are concerned they are simply doing their job to the best of their ability, that of producing an informative and hopefully enjoyable magazine each month. "And let's face it", they said, "there's a damn sight more to life than computer games." – an incredibly calming line for me to hear after just spending the last few months in utter certainty that the Prince of Valhalla was speaking words we'd never programmed, and the Lord of Infinity was set to take over the whole world.

They were younger than I'd expected too; Paul is my age [24, Lisa-suitors] and Steve has still to leave his teens, but it didn't detract from the quality I found most impressive. Honesty is hard to come by in the industry which has us all in its spell; the times we've nearly wept when our brainchild, our pride and joy, was written about in a such a way we thought they were writing about something else.

It's easy to make up reasons why you shouldn't buy a game, and it's even easier to believe what you read in a glossy and colourful magazine, but I can assure all you Action readers out there that your favouritest mag is telling you the truth [bit of a plug here I suspect – Paul], and while you may think I'm saying this because of the staggering 94% we were afforded I assure you that if I had written a bad game I wouldn't even let my mother see it, let alone the rest of the world!

And the people themselves? Well Steve is a man who seems like he knows something. He sits in quiet observation of a situation, with an "I'm-looking-all-contemplative-in-order-to-appear-knowledgeable" look on his face. Joking aside, he's the kind of guy you want to wrap up in cotton wool and take home to your mum, bless him, so I was outraged when he explained what life is like as a [' ' – Paul] sought after and famous reviewer. I learnt that some people are actually pretty mean when their game gets a deserved low mark, so I hereby vow to never be mean or sour if one of our games is given a low mark. I'll just get quietly upset and resort to emotional blackmail.

Paul would appear to have an interesting problem [Mmph! Mmmmmph! – bound and gagged Paul], and I'm going to tell you all about it. Imagine him if you will perched precariously on his new mountain bike, which he doesn't need, clutching a recently acquired Mega Drive and SNES, which he doesn't need, whilst screaming into his new mobile phone which he really doesn't need either. This is what he does when he isn't filling the pages of Amiga Action with endless witticisms you see. He buys things he doesn't need. His entire house is full of things he doesn't need – in fact he probably doesn't need his house either, but that's another story.

I'm beginning to wonder whether Steve and Paul are regretting allowing me to get my paws on their pages, but it's great to have the opportunity to say so much with no-one interrupting.

Paul's a bit embarrassing

You probably flick through the pages of Amiga Action each month with barely a thought for what goes on behind the scenes. (You probably rip the disks off with barely a thought for what goes behind the cover – P). Like in any other establishment though, the personalities of the people have got to gel; Paul and Steve believe they have got it right, and I guess we can give them that one.

If you look at the names beneath the reviews you'll see that just a handful of people are involved, so between them they produce an immense amount of material each month; but they seem to enjoy it, and I'm wondering where the inspiration comes from 'cos I've only written a page and I'm beginning to bore myself.

Just one more thing guys. Next time you come can you remember to bring a camera, because staring at a cheap plastic tube with a hole in it is most upsetting when you're as vain as Vulcan?

A

Paul's the one on the left and Lisa's on the right. Or is it the other way round?

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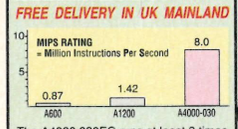

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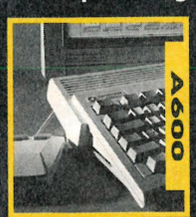
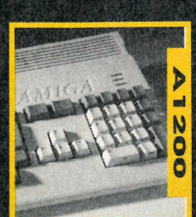
Action Reviews

OK, the game's in the shops, you really want it but it's so much money. Is it worth it? Find out in the reviews section...

Amiga Action is the bottom line in Amiga games, and everything is given the mark we truly feel it deserves. Computer games are entertainment, and we judge largely on the enjoyment value of a product. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know-it-alls. Price occasionally enters into the equation; a particularly expensive game (or the opposite) may be looked upon in a slightly different light. But it's basically all part of the value for money. We know you aren't daft (most of you) and leave you to interpret the mark for yourself. A picture of the hardware the game is created for is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500). If the game plays significantly differently on another Amiga machine, we'll tell you in the Differences box, and if it doesn't we'll save ourselves the trouble and not bother.





Theme Park p30

We all get hooked on Bullfrog's eagerly awaited novelty simulation

Pinkie p22

You've seen it already on the cover. Now read the world's first review only in AA

Wild Cup Soccer p42

The World Cup is all over but Millennium's Wild Cup is just starting. See the result here

Plus...

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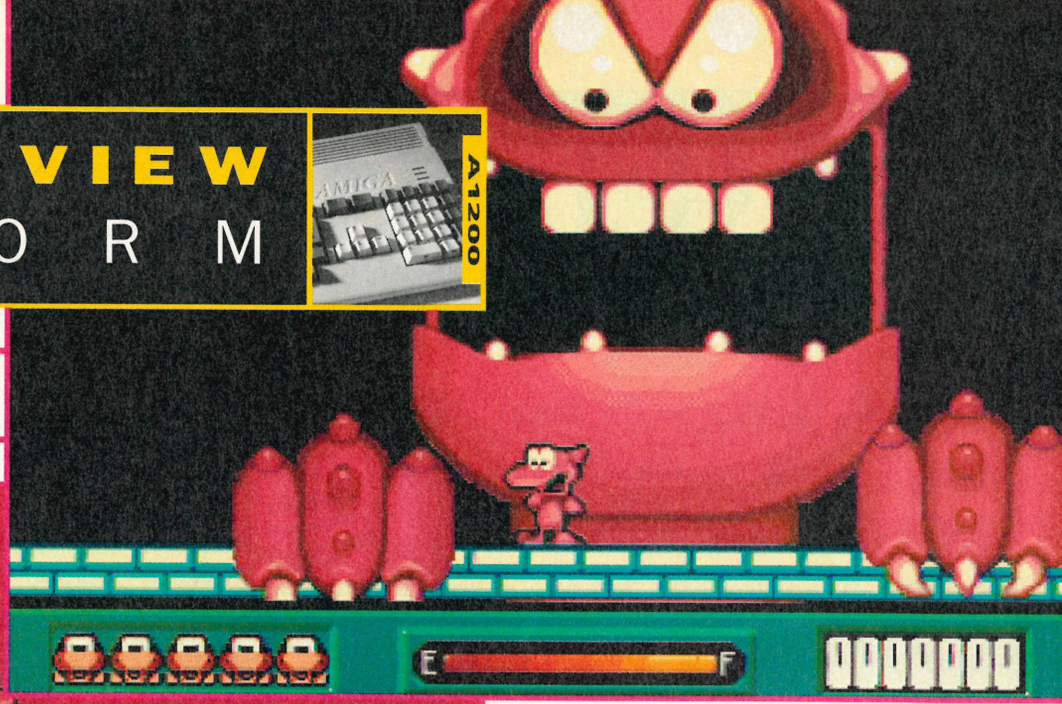
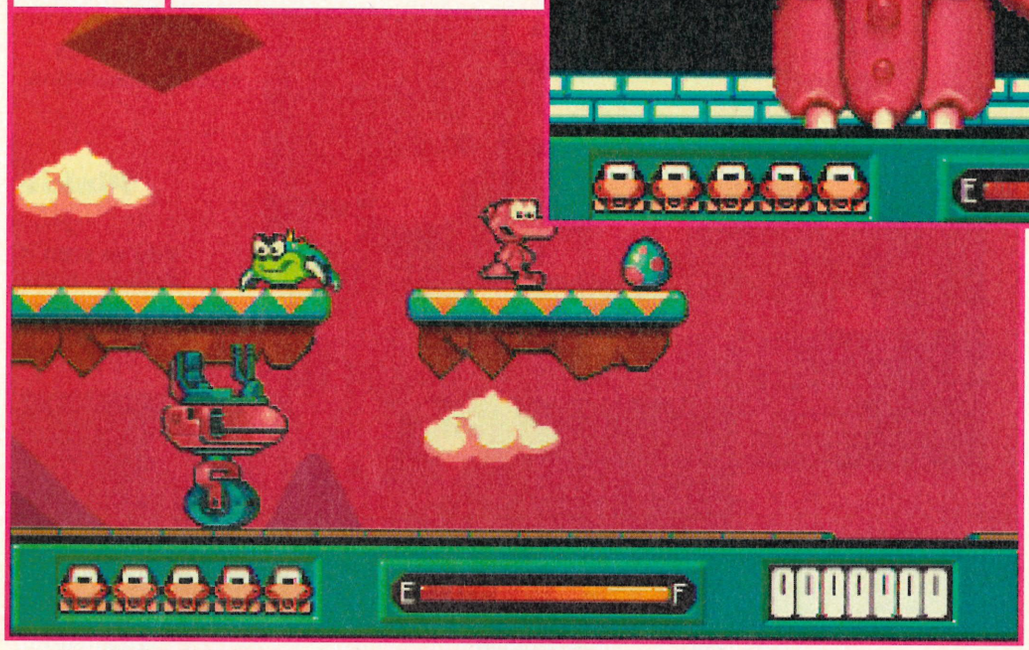


Sometimes it is necessary to leave the Pinkie Pod behind

The end of level guardians are bigger than most. I mean look at the size of this geezer



Pinkie

He's Pink, he's green, he's the reamest thing you've seen, Pinkie boy, Pinkie boy!

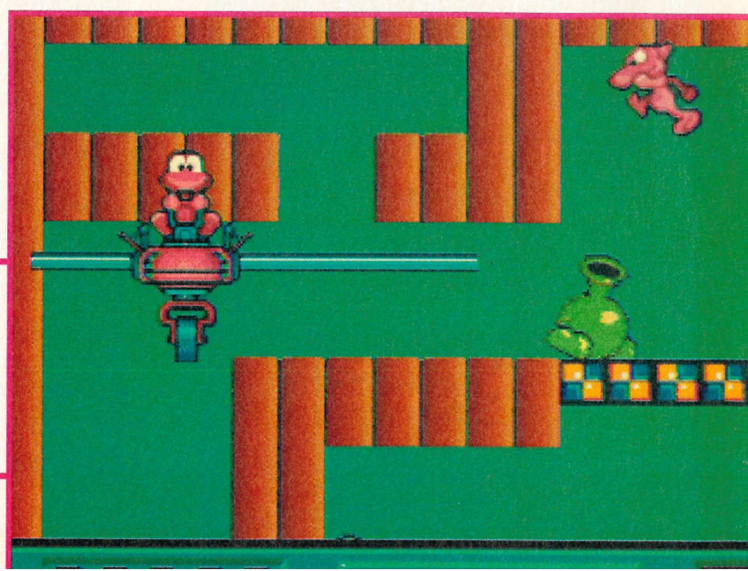
When a software house with the reputation of Millennium put a serious amount of marketing behind one of their games, then you know that they have probably got something really special on their hands.

Their new platform/puzzle/action romp Pinkie features a character who is not content with just appearing in a computer game, but is also intent on storming the charts with the release of his theme tune single, appearing in a cartoon series and even indulging in the odd tipple at nightclubs up and down the country as part of a special "Pinkie Night" themed tour.

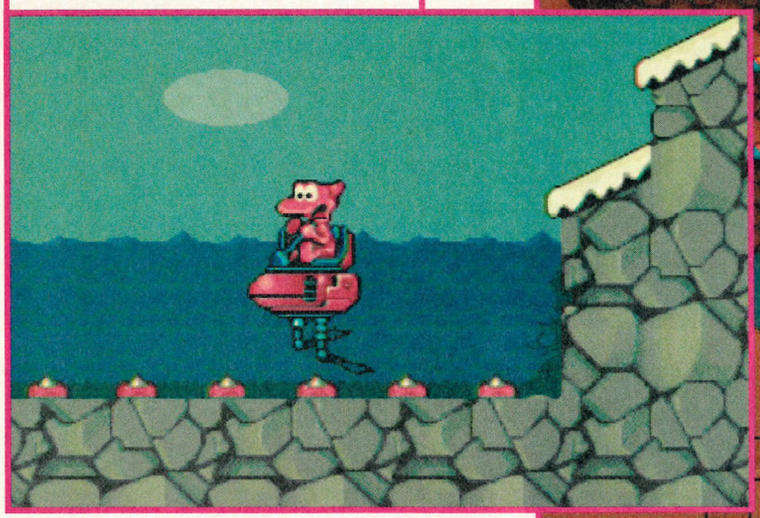
So, who is Pinkie? Where does he come from

The motor accessories shop is the first place to visit on each planet

A transporter is kindly provided to take Pinkie from city to city



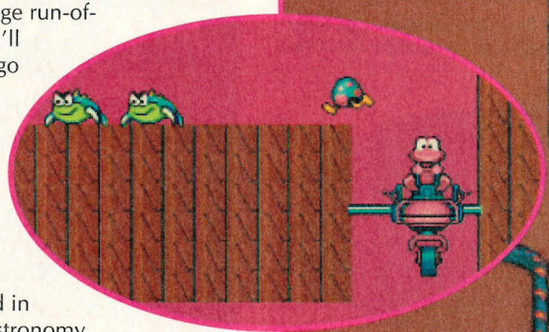
Avoiding the enormous bogey would seem to be the best thing to do in this situation



The Pinkie Pod is capable of swimming through water thanks to its specially fitted (and purchased) flippers

and what does he want with us?

Well, the answer to the first question is a little uncertain. He's er... pink, obviously, and he looks like some sort of small two-legged rodent with a hairstyle fairly reminiscent of a Mister Wippy 99 and a belly button which can only be described as an "outy". Not your average run-of-the-mill hero I'm sure you'll agree, but Pinkie doesn't go in for all that running-around-with-all-guns-blazing stuff. He's a bit more subtle than that and a caring and sensitive guy to boot.



Coming from the happy, peaceful Purple Planet, Pinkie is interested in gentle pastimes such as astronomy and conservation, and doesn't take kindly to people who don't treat the environment with respect. A bit of a Walter the Softy then, our Pinkster, but as far as anti-heroes go, they don't come much cuter or er... pinker.

Well anyway, the Pinkmeister has decided to channel all his greener instincts into recovering and caring for the few remaining dinosaur eggs which were scattered across the galaxy when our Jurassic predecessors left Earth in a huff a few millennia ago.

Knob

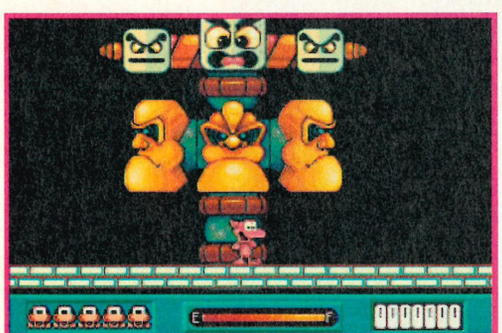
Obviously travelling across vast reaches of space by foot isn't possible for one so small and pink, so investment in a mean pair of wheels is essential. One quick trip to the local Arfur Daley later, and the pink one is minus a few beans, but the proud owner of a specially converted Pinkie Pod. Now nothing can stop him.

The dino eggs are to be found on five of the strangest planets in the solar system, and for Pinkie's quest to be complete he must collect four eggs from each city on all five planets. Sounds like your basic platformer, but there is a lot more to Pinkie than that.

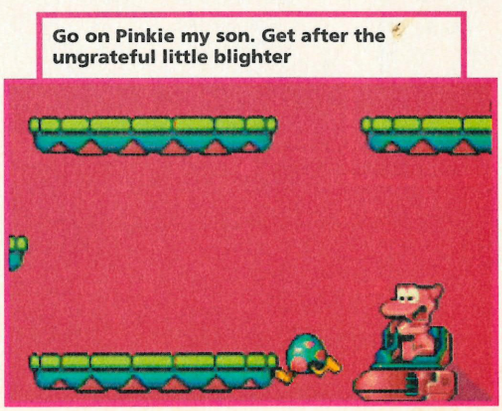
The first stop on each planet is the local version of Halfords, where, for the right price, Pinkie can purchase upgrades for the Pinkie Pod. A boxing glove can be bought for a few credits, and once fitted to your machine can be called upon at any time to spring forth from the front of the Pod in true Wacky Racer's style to bash away any tricky obstacles. Spiky tyres are available for extra grip in the snow-bound stages of one of the colder planets, and there are even go-faster stripes for all you boy racers out there.

Road to nowhere?

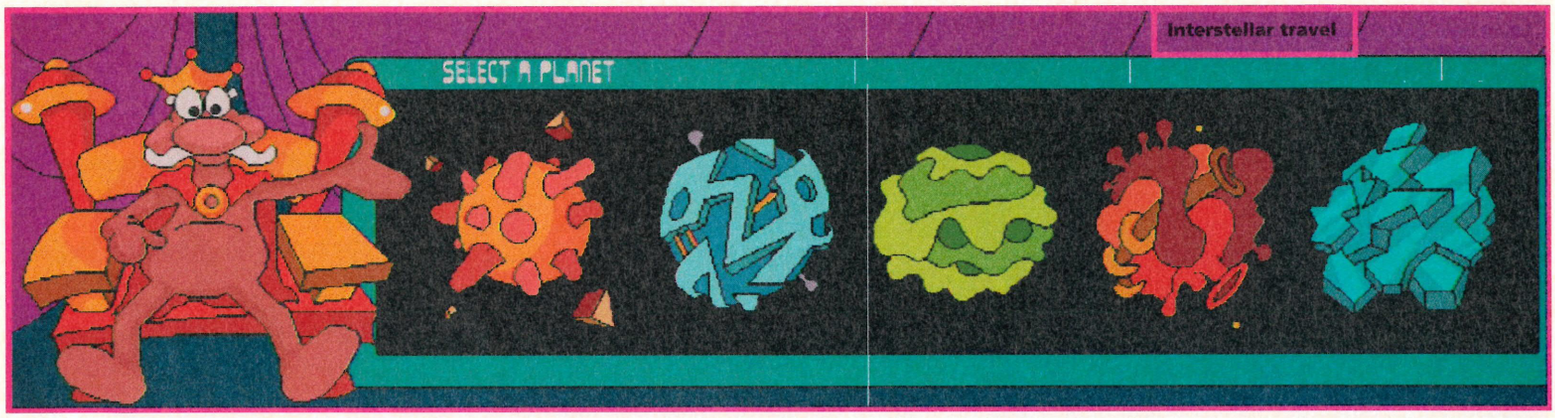
The different cities on each planet can be accessed by a handy map screen (reminiscent of a similar system in Mr. Nutz) which allows you to guide the Pinkie Pod around a series of narrow twisty lanes to the next destination. Once reached, Pinkie is then transported into action to the sound of various mixes of his (ahem) "hit" single.



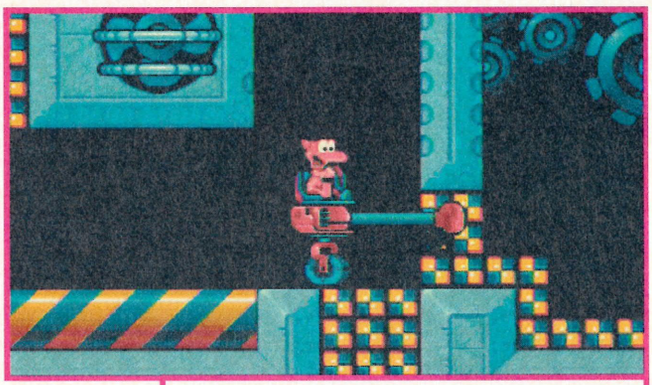
What's this? Revenge of the ridiculously enormous mutant totem pole?



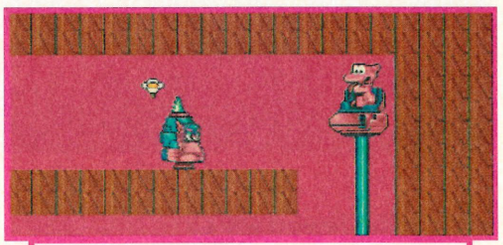
Go on Pinkie my son. Get after the ungrateful little blighter



While he is safely ensconced in the cockpit of the Pod, Pinkie is immune from all attack, but unfortunately he can't take his wheels with him everywhere. The Pod is extremely useful most of the time, being able to spring quite impressively, punch holes in certain obstacles (provided you have invested in the boxing glove), and having a few other gadgets too, but it is of no help when you come across a gap which is simply too small for the Pod to fit through. At times like these, Pinkie must abandon his wheels and go it alone.



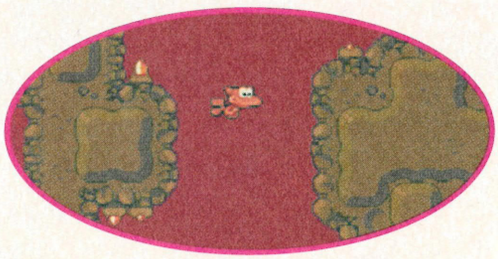
The boxing glove Pod add-on comes in very useful in situations like this



That hat looks as though it could do some damage. Better stay in the car Pinkie

On finding one of the ever-so-rare dinosaur eggs around which his quest revolves, Pinkie must then carefully collect it before returning it in determined fashion to the safety of a special egg incubator built into the chassis of the Pinkie Pod. This journey is difficult enough as it is, but is made even trickier by the general unwillingness of the eggs to be rescued. If for some reason Pinkie drops one of the ungrateful ova, it will suddenly sprout legs and take off in the opposite direction as though its backside were on fire.

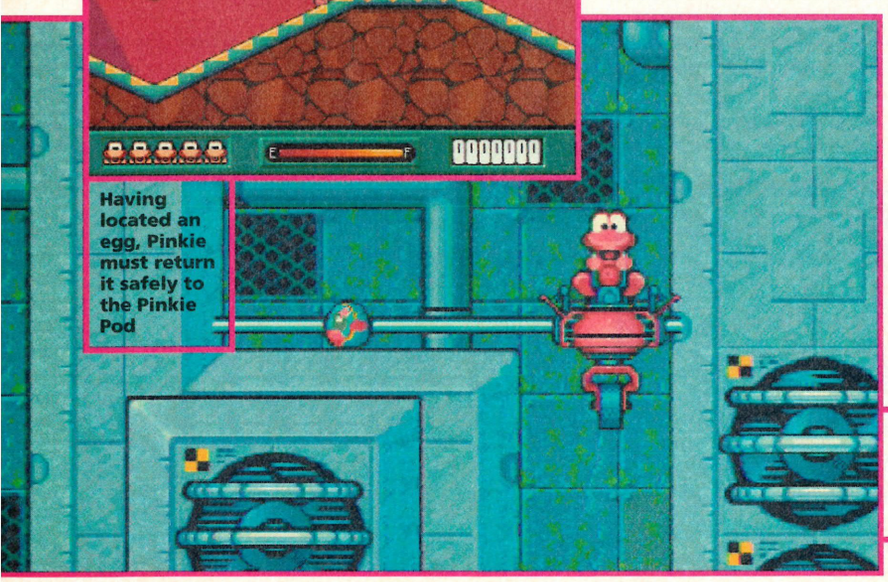
It really is very hard to classify Pinkie. It's a platformer with puzzle elements, but doesn't fit neatly into either category. For some reason it reminds me a little of the latest James Pond effort, mark three, with its mainly sparse and simple backgrounds, but there is no doubt that Pinkie is a very different game.



The inspired inclusion of the Pinkie Pod makes this game sufficiently different from anything else to make you sit up and take notice. The massive marketing effort behind the character should ensure some success no matter what, but when it is backed up by what is obviously an extremely impressive game, there is no doubt that Pinkie is going to be a huge (and pink) star.

There you go then. A whole three pages about a small pink thing and not one knob gag! Hurrah!

Having located an egg, Pinkie must return it safely to the Pinkie Pod



The Pinkie Pod's sidebars help Pinkie locate a dinosaur egg and an extra life

THE LOW-DOWN

PUBLISHER Millennium
CONTACT 0228 846023
HD INSTALLABLE No
PRICE £24.99

GRAPHICS	85%
SOUND	84%
PLAYABILITY	82%
DIFFICULTY	Tricky

If you ignore the hype for a moment, there is no getting away from the fact that Millennium have managed to make Pinkie into a very entertaining game. The main character is a loveable hero who is fully entitled to hold his head up in the exalted company of already established heroes like James Pond, and there will no doubt be follow-ups in the pipeline. I admit that some people will see Pinkie as simply a platform game with knobs on, but these are the sort of people you should beat repeatedly over the head with a large stick.

REVIEWED BY NEIL

SECOND OPINION

Pinkie himself is quite the most unashamedly pathetic game character in history, and all the more endearing for it. For some reason I find myself disliking his Pinkmobile, but that is really the only downer I can find. Pinkie mate, get yourself some protein drinks lad...

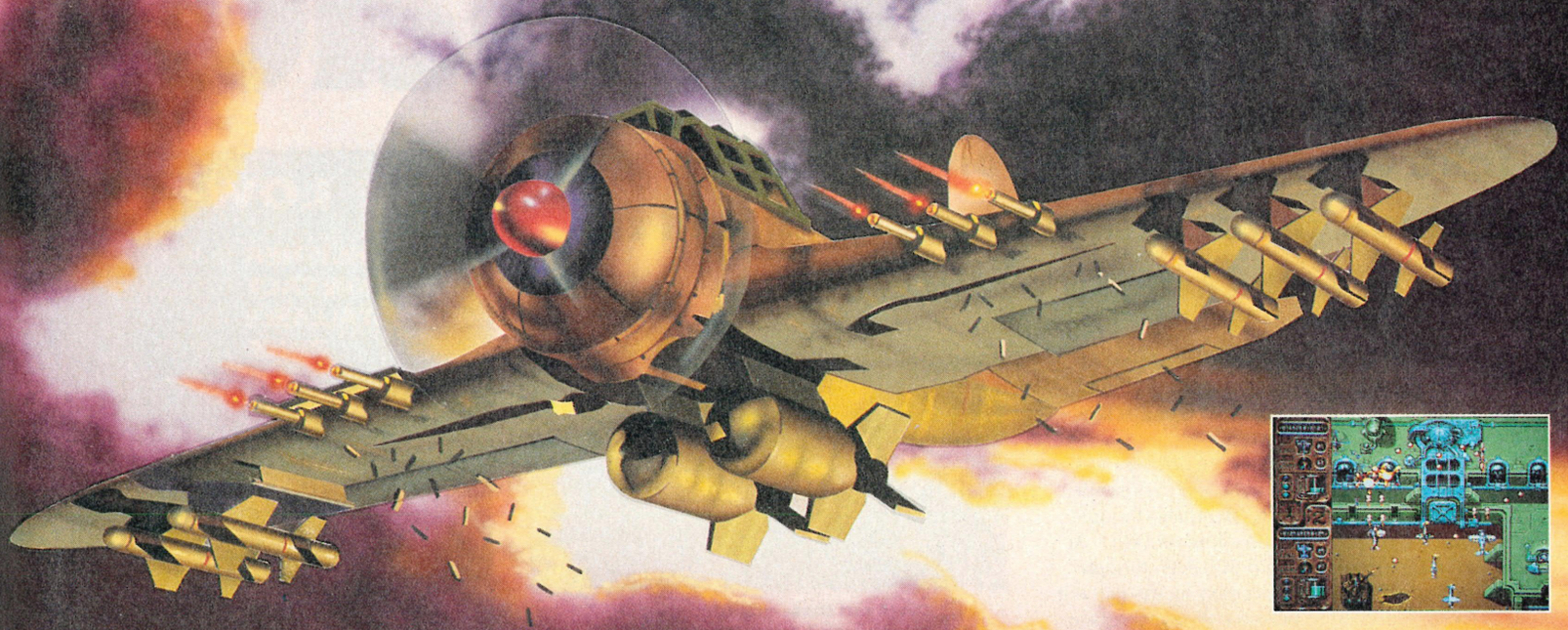
OPINION BY PAUL

OVERALL SCORE

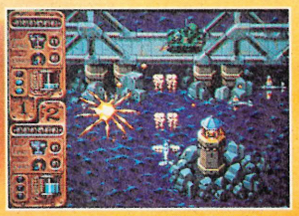
84%

ALIENS HAVE INVADED YOUR WORLD...GO MAKE 'EM REGRET IT!

BANSHEE



Take a classic arcade game. Add a whole heap of seasoning in the form of stylish, state-of-the-art graphics and four MASSIVE levels of up-to-date action. Stir in an Alternative Dimension, exquisitely evil aliens and a heavy-sprinkling of mucho-big guns 'n' power-propped planes. Leave to simmer on an incandescent heat and wait for the best BLAST in light years.



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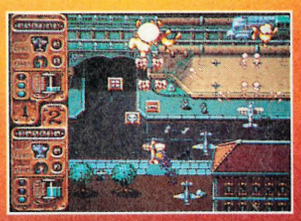

CORE DESIGN LIMITED

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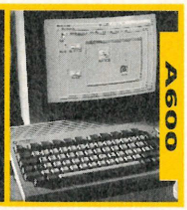


The game has a nice intro sequence. Unfortunately...

This is a map of all the levels. Don't expect to see anything much past the first one

Battletoads

Take the letter O and one of the A's and replace them with a U and an R, and the title is rather more accurate

Battletoads has been in 'development' for around 50 years now. Actually, I don't think development is quite the right word.

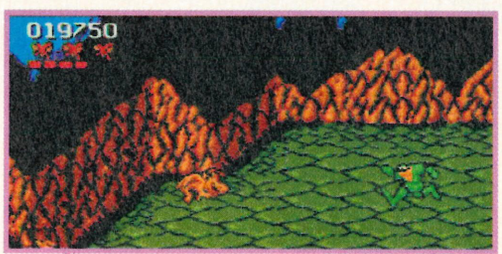
I'm only guessing but what I would say has happened is this: around a year ago Mindscape looked at their completed product, and thought: "We can't release this, it's absolute rubbish." At this point the bosses decided that even though they had spent money on developing the game it was more important to preserve their reputation for quality games than attempt to exploit people.

I should imagine that the disks were shoved in a drawer somewhere and forgotten about. And that is where they should have stayed. Sadly that was not the end. In a moment of weakness Mindscape have decided to release this on the quiet, without really mentioning it to anyone.

Rip off

As I recall the console versions weren't half bad and the coin-op is certainly worth a few pence of anyone's money, but the Amiga version even at the cut-down price of £19.99 is a waste of money.

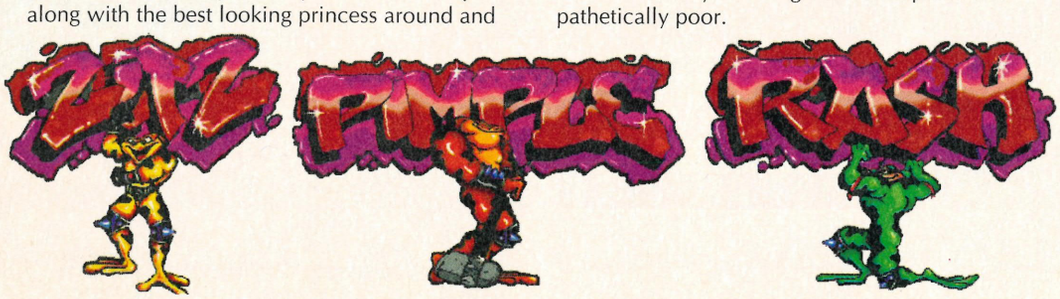
The game is based around the story of three young toads, Zitz, Rash and Pimple, one of whom, Pimple has been captured by the evil Dark Queen along with the best looking princess around and Zitz and Rash have taken it upon themselves to go and rescue them.



Check out those graphics. They're superb aren't they? In fact, they're the best graphics I've ever seen

The game goes for a 'rad' approach similar to that employed by the hugely successful Turtles venture but you are left with a distinct feeling of having been ripped off because this came second.

As you can see, the graphics are truly awful, but what you can't see is just how bad the gameplay is. Remember Batman Returns? Remember how bad that was? Well believe me when I say this is at least as bad if not worse than that. The game plays along similar lines in that it is a horizontally scrolling beat 'em-up and it is pathetically poor.



THE LOW-DOWN

PUBLISHER Bullfrog/EA
CONTACT 0753 549442
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	36%
SOUND	50%
PLAYABILITY	24%
DIFFICULTY	Tricky

The kindest thing to say about Battletoads is simply that we've seen it all before. There is nothing new, original or remotely exciting about cynically churning out a game like this. It was good in its day, but unfortunately its day happened about ten years ago. What makes this game even more of a crime is that the other versions of it weren't that bad at all. I don't know, perhaps it's just me and the rest of the world will absolutely love it, but as far as I'm concerned, this is dire. Don't buy it unless you are absolutely desperate to waste twenty quid on any old rubbish.

REVIEWED BY Steve

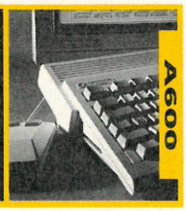
SECOND OPINION

Can't really opine on this I'm afraid; it wouldn't be fair having only seen the game for about three minutes. But hey – ask yourselves why I didn't stick around any longer. I didn't want to hang around wasting my time on this. Get the picture?

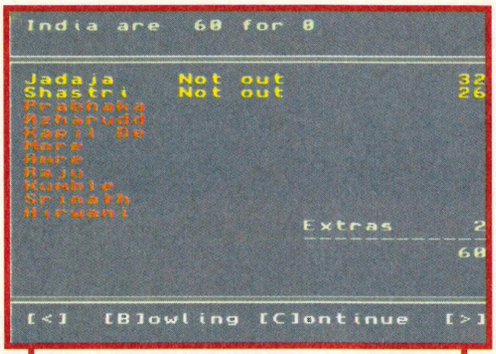
OPINION BY Paul

OVERALL SCORE

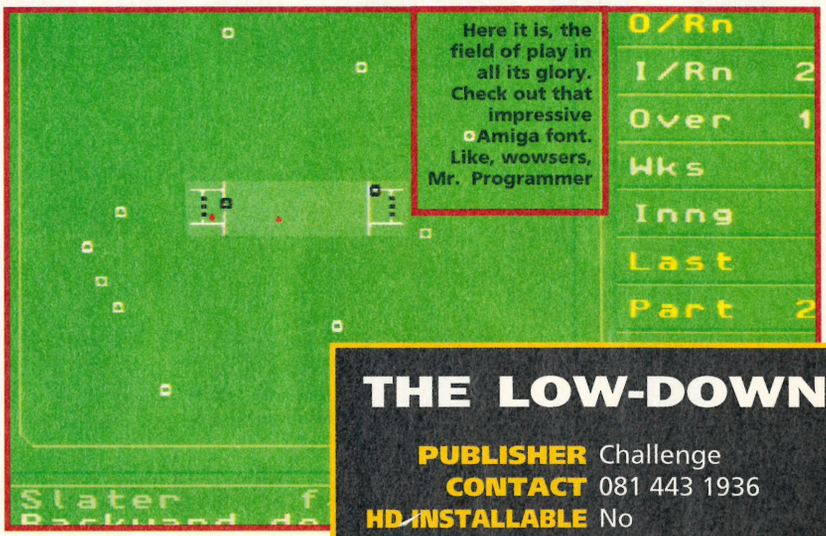
40%



Test Match Cricket



India are off to a bit of a flyer as you can see, and surprise surprise, I'm bowling



Here it is, the field of play in all its glory. Check out that impressive Amiga font. Like, wowsers, Mr. Programmer

All that glitters is not gold, and all that does not glitter isn't necessarily... erm, not

I was in Boots a couple of days ago getting a film developed when I spotted this on the shelf, wedged in between the L'Oreal mousse and some dodgy looking test-yourself pregnancy kits. We've had a couple of calls about it recently and I'd never heard of it, but it was riding high in the, ahem, Boots charts, so I thought "why not?" and took a copy away. After paying for it first, obviously.

Later, back at work, I brandished my purchase like a prize, and as everyone gathered around, Test Match Cricket was thrust into the disk drive and the machine got to work.

Five minutes later, everyone had walked away in disgust, leaving me to partake in a re-run of the Ashes alone. To be honest I was wishing I'd gone to Supasnaps, because I needed an Amiga text-fest like a hole in the head, and one as sorry looking as this even less.

A brief look at the box and manual would be enough to convince a particularly naive person that what they had in their hands was indeed the be-all and end-all of cricketing management simulations. Two minutes playing the game however, would quickly change their mind.

Nine world class teams are included, and as far as I can tell the squads are reasonably accurate. Fine. Unfortunately, my confidence was lost when Jack Russell and Philip Defreitas were found to be spinners, Graham Thorpe a wicket keeper, and Chris Lewis a creative stroke player!

And it would have been nice if the players' whole names had been included, instead of Michael Atherto, Devon Malcol, and a host of others. Very untidy indeed – even the text on the back of the box runs over and ends mid sentence.

Screenshot number three, and already we're struggling for... well, anything. Yet I don't care

How's that?

Gameplay? Well you decide which team to play as – if you're alone the computer will act as oppostion, otherwise a friend will compete, which players will form your 11, how many tests you'll play (1-6), whether to bat or bowl (depending on the weather perhaps), the temperament of your players (changeable), the order of the batsmen, when to run – in fact, just about everything you could imagine in a real cricket match.

And do you know what? It's really pretty good. But hold on. I like cricket. I like cricket statistics, and like all cricket fans, I like to think I could pick a better team than the selectors.

And here's a game with no sound whatsoever, with clumsy control by keyboard only, and with presentation which could have been improved in just about every aspect by several hundred per cent. Yet despite all this, I still found myself becoming irate when appeals went against me, excited when opposition wickets tumbled, and outraged when tail enders refused to be ousted.

Unlike Audiogenic's Goochy Cricket which could be enjoyed by anyone, this is, as the box itself claims, 100% pure strategy, and will appeal to cricket fans only – and even then, only a limited few.

I understand that Robin Smith's Cricket was similar to this but, I'm told, it was bobbins. **A**

THE LOW-DOWN

PUBLISHER Challenge
CONTACT 081 443 1936
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	N/A%
SOUND	0%
PLAYABILITY	73%
DIFFICULTY	Variable

Unless you are a die-hard cricket fan this is not a viable purchase. If you are, it still needs thinking about, because at £25 it's very much overpriced. There are no graphics, the presentation is slack and unimaginative, but – well, I still like it. It's as reaslistic as you could wish for, and but for the occasional control grumble moves along quite happily once you're into the game. The problem is that I don't know what score to give it. I haven't got a bloody clue – it could be anywhere from 30-80%, so I think the safest thing is to say beware of what it is, and leave you to decide the rest for yourselves.

REVIEWED BY PAUL

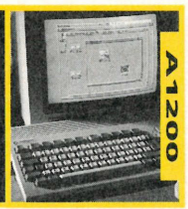
SECOND OPINION

Paul's being a little harsh about the game's appeal here I feel. I'm certainly not a die-hard cricket fan by any means and found myself enjoying the game a great deal. It will appeal to all cricket fans in my opinion, now matter how commited they are.

OPINION BY STEVE

OVERALL SCORE

N/A



Theme Park

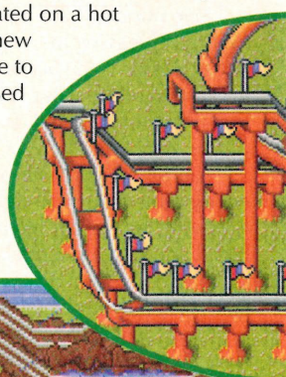
Eagerly awaited? Yes. Programmed by a pedigree outfit? Yes. Original? Yes. Finally here? Oh yes indeedy!

Just about everything has been simulated at one point or another. Planes, worlds, trains, space shuttles, cities and even ants have all come under our control at one point or another.

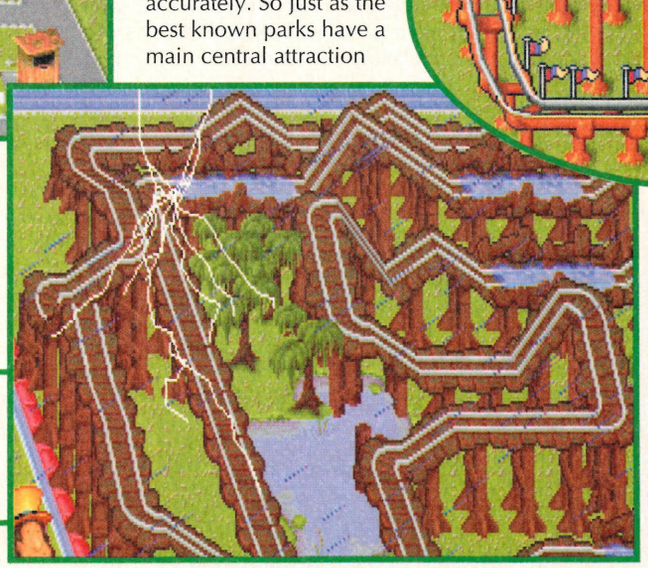
Now it's the turn of theme parks, and why not? We've all been to Disneyland (or perhaps Alton Towers) and we've all stood in those long, long queues getting frustrated on a hot Bank Holiday. Bullfrog's new effort gives you the chance to create the queue as opposed to standing in one!

The game mirrors the life of a real theme park accurately. So just as the best known parks have a main central attraction

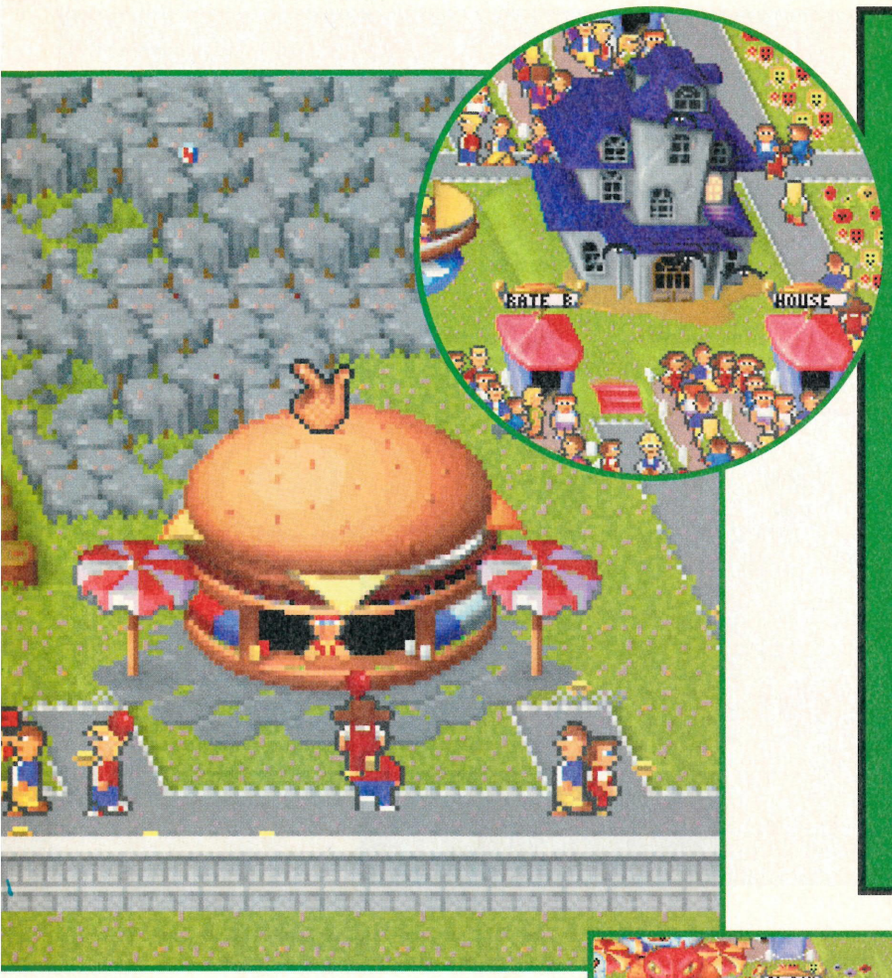
The ambitious cartoony graphics wow you as you plan and build the park



If you go in, you might never re-emerge



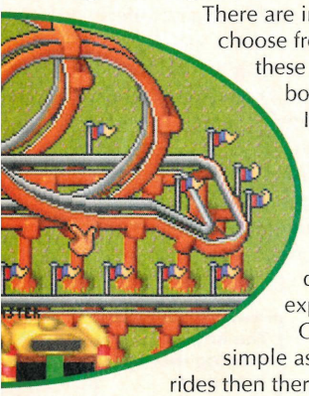
Build the meanest Roller-Coaster in the world



like the Pepsi Max Big One at Blackpool Pleasure Beach, the bigger and more thrilling the more customers are attracted to the area, so this will be your aim in game.

Theme Park sets you off with the money and the land but with little technology, so imaginative thrill rides are well out of your reach in the early stages of the game.

There are in fact four rides to choose from at the beginning and these are extremely simple bouncy castles and slides. In the early days these will be your major source of both income and attraction. If you don't get the punters coming in through the doors, then you can't expect to make any money.



Of course if it was all as simple as making and buying new rides then there wouldn't be much to it. The game is just as much concerned with park management as the thrills of the roller coaster.

Frustration factor

Each ride has to be connected to the network of paths that you have laid. Entrances, exits and queueing positions have to be located too – get them in the wrong place and there'll be congestion aplenty and the little folk who visit the establishment will get increasingly frustrated at not being able to move about freely where they want.

Of course, where there are paths there's litter and this all has to picked up if you want the park to win any awards for tidiness. This means employment for some lucky local dropouts and the range of employment doesn't end at sweeper-uppers. Jobs created include guards, mechanics, entertainers (these are the people that dress up as sharks and so on that try and make the kids laugh).

Everybody wants a blue balloon. Your novelty shop does a roaring trade

Each has to paid though and that's the downside. The more people that are hired, the smoother the park will run, but the more expensive it will be when pay day comes.

If Theme Park started off as complicated as it can get later on, chances are your head would blow up. Thankfully though, the game is structured in such as way as to slowly prepare the player for the full test.

With this in mind there are three levels that the simulation can be set to. The first of these allows simple play with no contact with other park owners and only half the problems you could be facing. The other two choices step up the difficulty considerably and add a little serious competition with other Theme park owners all vying for your customers and buying and selling shares in your property.

You too can purchase shares in other

It isn't the Big One but then again that's probably a good thing

A double loop is a technical achievement you certainly won't have at the beginning

The rollercoaster dominates the skyline but the smaller rides still bring the money in

concerns but everything turns into a fine balancing act. Buy shares in a bobbins park and you'll lose money hand over fist, buy them in a successful establishment and you can pay an arm and a leg for 'em.

Ours is bigger than yours

After a while (and a bit of careful research), better rides will become available. Eventually, the prize possession will be ready for construction. You can now build your very own Pepsi Max Big One (and subsequently watch the accidents occur).

Roller Coasters are designed completely by yourself. You choose how high they are and where they bend. The scarier they are the more people will be attracted to the park, but monthly maintenance bills will also end up being more expensive.

If money becomes a problem then the bank can be turned to as a last resort – loans can be obtained freely for a while, but if you don't keep up the repayments then watch out, a visit from 'the boys' is assured.

When on full simulation level there really are many things to think about. I mentioned paying staff before but there is even more to it than this. As in real life, your workers will eventually become tired with their everyday chores and demand a bit of extra money. The way in which you handle these events can determine the success or failure of the park as you don't really want a picket line outside the gates.

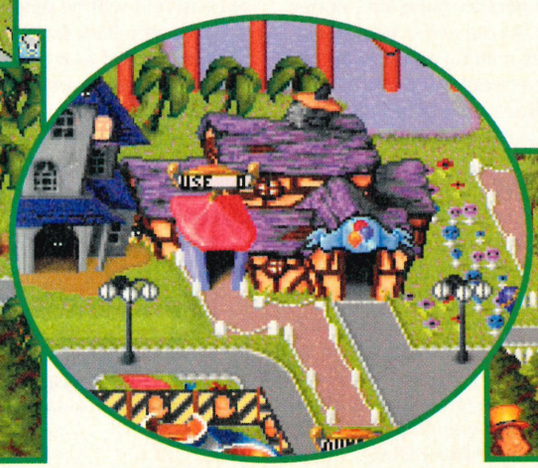
When the workers are demanding a pay rise, the negotiations screen will pop up showing yourself and the union rep. A time limit ticks away and by raising your pay offer you must get the two on-screen characters to shake hands. Failure to do so will result in a walk out and some serious reputation damage to the park.

A nice scary rollercoaster is guaranteed to pull the crowds

Much bigger in fact

There's so much packed into Theme Park. I could go on for hours about the positioning of toilets and wooden fences, discussing the various awards your park will be striving to achieve but that all sounds a bit serious. Fortunately it isn't like that at all and the game is quite tongue-in-cheek in places. All the characters who wander in and out are cute and amusing and clicking on them will bring up descriptions like 'fat bloke' and so on. Calling up information on these will reveal how many of your rides they have been on so far, when they intend to go home and also how

The crowds gather as the weather picks up. Everybody is enjoying themselves



The key to making money is to have plenty of sideshows

much money they have left in their pockets. It's a good idea to try and keep them there as long as possible. The longer they remain in the park, the more money they put in your coffers.

It's easy to get drawn into a game like this. Syndicate was the same in many ways but could be charged with being repetitive. There's no such problem with Theme Park as everything seems to have been judged perfectly.

I'm not going to say everybody will love it, dash out and buy it immediately because I know they won't. There are some people who just don't like simulations and that's fair enough. But if you're one of the people who's spent a good few hours on something like SimCity then a new challenge is in store here. **A**

Your entertainers attempt to put on a show for the public

Bubbles provide an indication of what people are thinking

THE LOW-DOWN

PUBLISHER Bullfrog/EA
CONTACT 0753 549442
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	87%
SOUND	81%
PLAYABILITY	88%
DIFFICULTY	Tricky

Theme Park is one of those games where you have to keep glancing up at the clock for fear that you'll forget to go to bed. It all seems tricky to get into when you start playing but the hefty manual will see off most of your problems and is nice and easy to read. The learning curve is just right and as soon as some of the more spectacular rides arrive then you're locked in there in theme park heaven for ever. The Amiga version is no poor cousin to the PC version either and Bullfrog deserve due credit for not holding back. This is a classic waiting to happen.

REVIEWED BY Chicken

SECOND OPINION

You need a lot more time than I've spent playing it to get into a game like Theme Park. What is obvious though after even a short time playing, is the way that the game virtually insists you carry on, no matter how badly you need to get other things done.

OPINION BY Steve

OVERALL SCORE

91%

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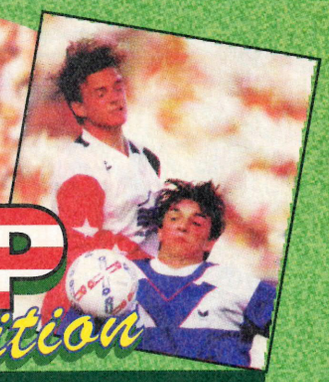

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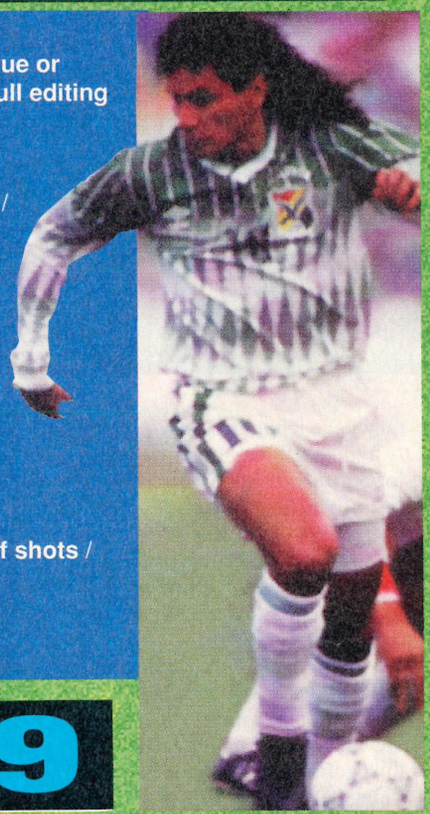

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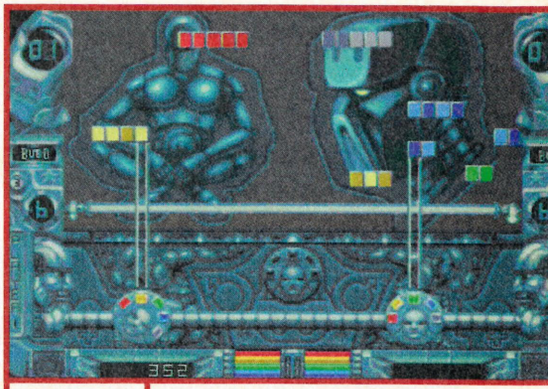
Vital Light

Is it a Tetris? Is it a Columns? No, but it is rather similar nonetheless...



You know how I said it was tricky? Well it is, and the thing is, well, once I'd played it...

About a year ago you couldn't walk down the street without coming across a puzzle game. Pushover, Troddlers, Zyconix (remember that?), Stone Age... er, well, you get the picture.

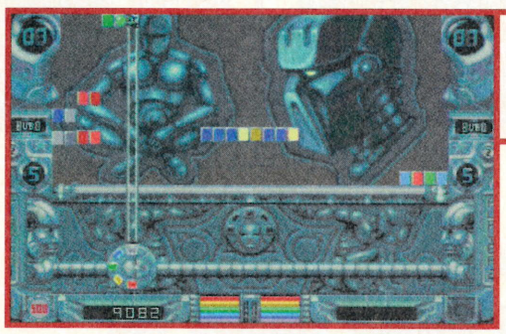
Anyway, the point is, these kind of games have been sparse for the last few months but we have one now in the shape of this offering from Millennium.

Vital Light is its name, as indeed is the aim of the game and, oddly enough, you find yourself in charge of a space ship which is being bombarded by trillions of coloured blocks, all which need obliterating in a special way only you know how... you know, by blasting them with a corresponding beam of light.

Sounds very grand, not unlike a shoot 'em-up, you may be thinking, but only if you happen to have stumbled across a Braille edition of AA, because the screenshots kind of give away the fact that it isn't.

Your ship is the octagonal disk with the various coloured panels at the bottom of the screen, or 'space' if you will. The offending blocks advance down towards you in all their multi-coloured glory, intent on bashing into your forcefield and destroying your ship. You, of course, are having none of it.

The colour of the blocks correspond to those on your ship – a flick of the joystick switches them around – and in order to destroy them you need to select the same colour and 'fire' at the offending wrongly coloured blocks.



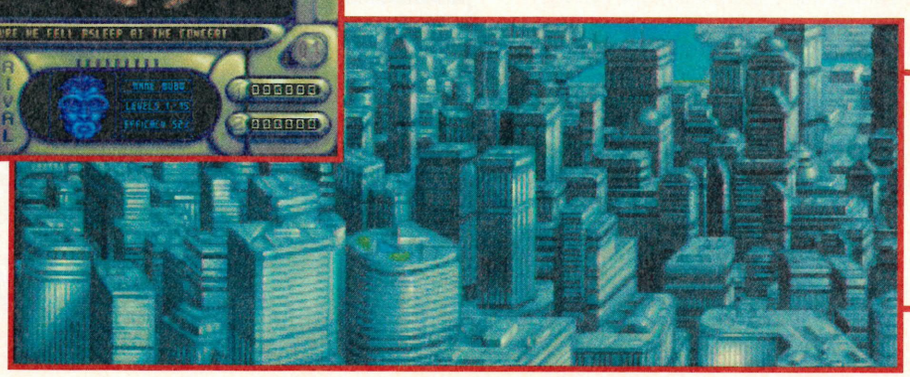
... I struggled like buggery to get anywhere again. Perhaps I'm bobbins...

If, say, a line of six yellow blocks and one green one advances, select yellow, fire once at the green one (or twice, depending upon the shade of yellow it is), and you're away. Selecting green and firing at all the yellow ones would have been just as effective, as would selecting red and firing at everything. Basically, all of the blocks must be the same colour (and shade) before they explode, but of course the nature of the game means that speed is of the essence.

A competition mode allows up to eight players in a knockout, or a simple two-player competitive shoot out, and a number of bonus objects appear which can be shot for extra points.

After two minutes I was hooked. At the 20 minute mark I was bored almost to the point of rigidity, but then, after about eight or ten levels, the game took off! Stuff was charging about the screen, the blocks were rocketing down and I really cared about my poor little force field. Altering the colour of little blocks isn't the most interesting thing a person could do, true, but the manic nature of Vital Light makes for a very enjoyable game indeed.

... but I prefer to think of it as...



... (damn those small caption boxes) cerebrally challenged. Yes, cerebrally challenged, that's it

THE LOW-DOWN

PUBLISHER Millennium
CONTACT 0223 844894
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	70%
SOUND	65%
PLAYABILITY	76%
DIFFICULTY	Tricky

At first Vital Light seems like a nice variation on an old theme, then it seems like a bit of a bland variation on an old theme, and then! – it seems like a *damned* good variation on an old theme, because after a good few levels all manner of things begin to take place to make life interesting ,not to mention tricky. It's been developed by a foreign team, Ipso Calypso or somebody, and somehow it shows. The simple central idea mixed with the bizarre occurrences and not-that-interesting-to-look-at graphics are typically, er, foreign, but the gameplay is great. If tricky. And hard.

REVIEWED BY PAUL

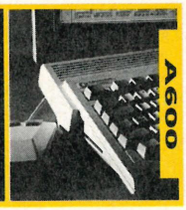
SECOND OPINION

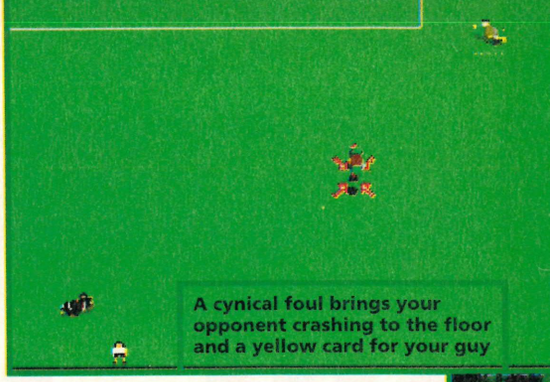
It's OK to play for a short time, but I can't imagine playing this for more than 20 minutes. The joystick control method is a little cumbersome, and it doesn't half hurt your hand after a while. It also seems to be just a bit on the bland side.

OPINION BY NEIL

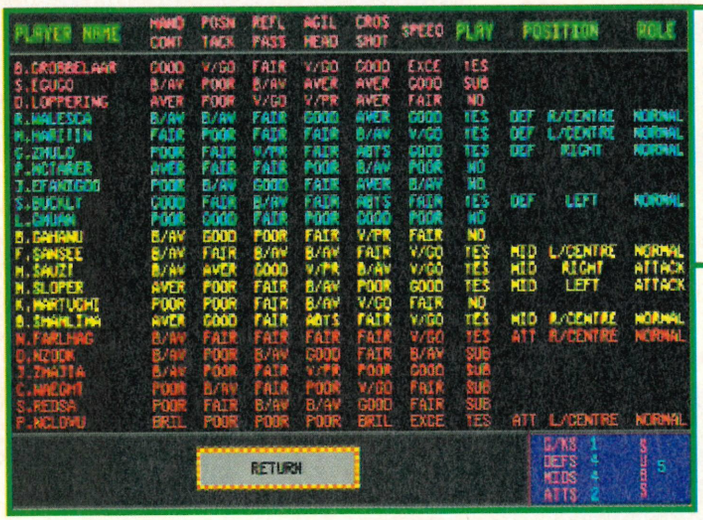
OVERALL SCORE

80%





A cynical foul brings your opponent crashing to the floor and a yellow card for your guy



Each nation featured has a full squad of players. These can be chopped and changed until you find a winning formula

The colours of every kit, both home and away can be altered to your heart's content

Soccer Star

The first footy sim where you can pick which ball you play with. What next?

With the World Cup behind us for another four years and the domestic season just around the corner there is no let-up in the flood of football games coming onto the market. Soccer Star is another of the increasing number (well two really) based around play-by-mail games.

In PBM you have to send your turns in every week and you get the results sent back to you. In Soccer Star there are no such delays as the action unrolls before your eyes.

Being the World Cup Edition, it isn't surprising that the 100 teams featured are all internationals. Every team that made it to the USA is in there as well as some that didn't. You can have a different person controlling each team, making a possible 24 different player managers, but that would be too expensive in beer and food, so it's probably wiser to start with one or two.

Soccer Star has all the data packed onto one disk, reducing swapping quite dramatically! Team names and other stats for the major teams is extremely up to date (no Escobar in Colombia's line-up) and correct. I can't vouch for the validity of the Vietnam National team but I'm sure that everything is in order.

The options side of things is well done. The menus work well and are clear and easy to read. Team selection and tactics are easily accessible and if your team isn't involved then this can be skipped through without having to watch everything.

This means you can get to your games quickly without really paying much attention to future opponents but if you're to be successful then it may well be worth taking a little time and effort to scout for future problems.

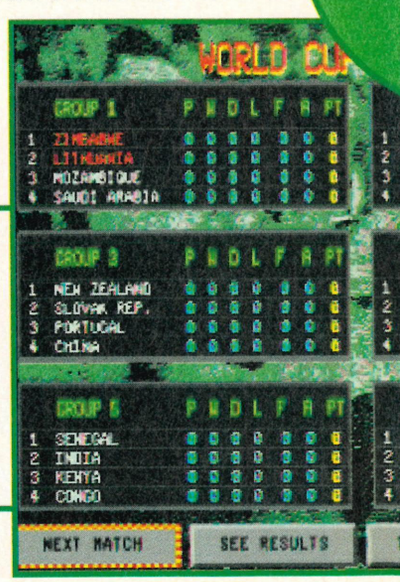
It's obviously important to have a decent footy section to go with your nice options and this is the bit that lets Soccer Star down. The matches are extremely similar to Kick Off, not Kick Off 2, not Kick Off 3 (thank the Lord) but Kick Off.

Despite this it's easy to pick up and play, not too fast and has some nice little touches such as Free Kicks. If you ignore the fact that there are no walls or anything like that then it might be worth taking a look at the cursor. If you position it directly onto the goal it changes from your bog-standard mark to the word Shoot and tapping the fire button will unleash a Stoichkov-style shot at the net. All very exciting I'm sure you'll agree and a nice twist.

The game progresses in group form until the winner is the only team left standing at the end. Of course all this World Cup behaviour assumes that you chose this option at the beginning but there is also the League option to vary things a little.

If you've watched any of the TV coverage of the World Cup (especially if it had Kevin Keegan on it) you'll doubtless have heard countless mentions of the 'new' ball that was used and the fact that it had a PVC coating which made it fly further through the air. This was used to great effect by the better players on the world stage who seemed to hoof the ball into the stands at every corner, cross and free kick available.

Anyway the upshot (no pun) of all this is that there are four types of ball to play with in Soccer Star, a regulation League ball, the new orbit-bound World Cup version, an all-weather doobrie and a nice hard leather-bound Casey. They all alter the way you have to play the game and constitute another of those little nice touches you find popping up here and there. ▲



The Group Tables will eventually reveal who is to go on to the next stage. All your favourite World Cup teams are here

A list of the all-time career bests of the players involved can easily be accessed. All the stats are here and are remarkably up to date, and you can easily skip past them to get on to the actual game itself

THE LOW-DOWN

PUBLISHER BUB Software
CONTACT 0448 840004
HD INSTALLABLE No
PRICE £24.99

GRAPHICS	71%
SOUND	62%
PLAYABILITY	76%
DIFFICULTY	Spot On

OK, so the match sequences are a bit ropey but surprisingly they are still playable. Included in the box is free membership to the PBM game too so you can try out the original. If the game itself had been a bit better, BUB Software would have had a surprising winner. There's plenty of scope for improvement and I can't help feeling we'll see more of Soccer Star in the future. Worth a look but don't expect the polish you probably expect right the way through. Credit where credit's due though, a nice first effort.

REVIEWED BY CHICKEN

SECOND OPINION

It's all rubbish! I don't like football and I wish everyone would just stop going on about it. And you can forget about me filling this space as well.

OPINION BY GIRLY FIONA

OVERALL SCORE

77%

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What's on offer

The winner will receive a brand, spanking new CD32 machine with all the necessary bits to get it up and running and a Gremlin game of their choice from the list below.

There will also be five runners-up who can each choose a game from said list. Whatever happens please state your choice of game clearly on your entry.

Zool 2 (CD32 or Amiga)
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K240 (Amiga)

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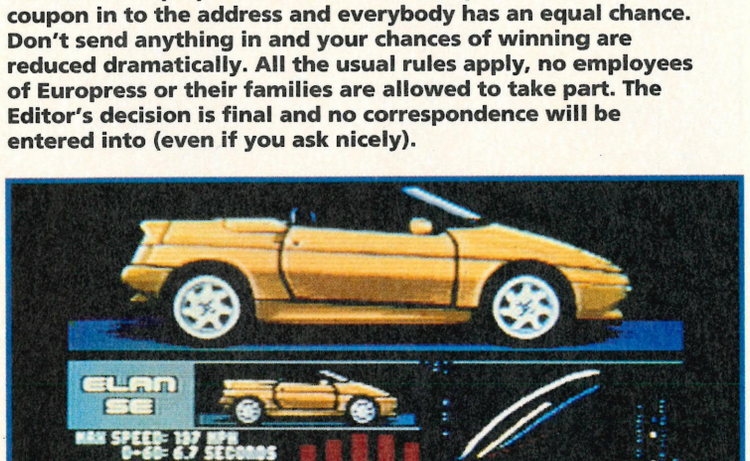
Standard compo procedure. Answer the questions, send the coupon in to the address and everybody has an equal chance. Don't send anything in and your chances of winning are reduced dramatically. All the usual rules apply, no employees of Europress or their families are allowed to take part. The Editor's decision is final and no correspondence will be entered into (even if you ask nicely).



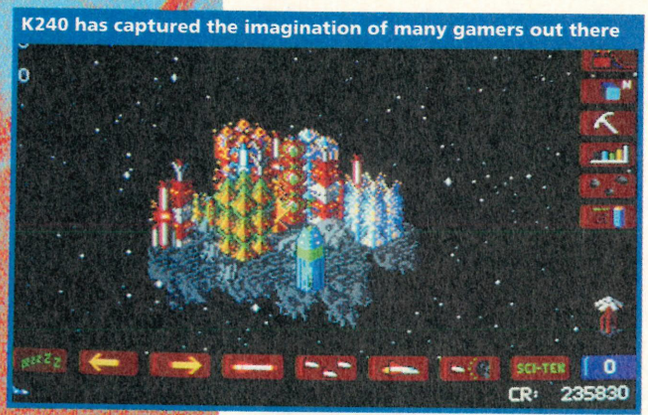
Your ultimate dream machine gets ready to hit the road in Lotus

The Questions

1) Which development team was responsible for the Lotus games?
a) Magnetic Fields
b) Farmer's Fields
c) The Dome

2) Gremlin's budget label is called GBH. What does this GBH stand for?
a) Grevious Bodily Harm
b) Gremlin's Budget Hits
c) German Barman's Helmet

3) Ten green bottles, standing on a wall, if one green bottle accidentally falls there would be how many green bottles standing on the wall?
a) 4
b) 10,022
c) 9



K240 has captured the imagination of many gamers out there

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CD32 COMPETITION

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2	a		b		c	
3	a		b		c	

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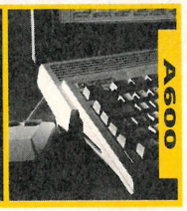
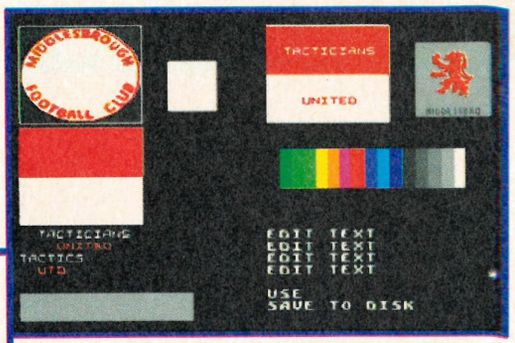
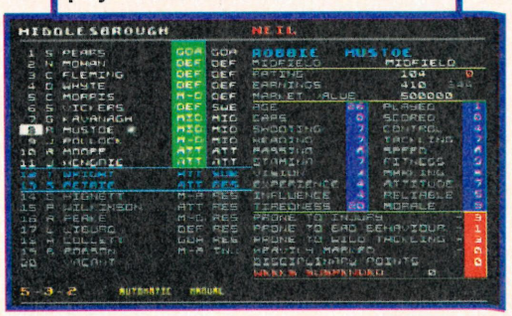


Tactical Manager



Edit your own club badge. But why? What's that got to do with managing? Why didn't they draw them properly



The statistical information relating to each player is impressive but only one player's stats can be seen at once

Can you take the pressure in the dugout? Have you got what it takes to mount a serious challenge for the championship?

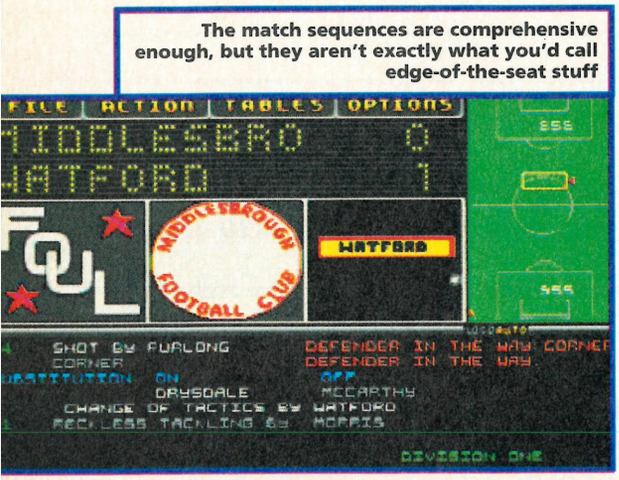
Football management sims are a very curious breed indeed. There have been absolutely bucketloads of attempts to realistically emulate the world of professional football management via a computer, but there is still no such thing as the definitive example of the genre.

Premier Manager and Championship Manager are widely recognised as benchmarks, thanks to the presentation of the former, the statistical content of the latter, and the playability of both, but there is still a hunger amongst footy strategists for more. This is where Tactical Manager from Black Legend hopes to come in.

The main action screen is divided into two halves. The top portion consists of a number of extensive options which access other parts of the game, a pitch where the match "action" takes place, and a scoreboard which, well, keeps score during the matches obviously. The bottom half of the screen takes the form of a sort of scrolling teleprinter which constantly bombards the player with (mostly useless) information about other clubs and players.

One particularly pointless and unintentionally humorous message which appeared before my first season even started concerned the fact that Notts. Co. needed strengthening. Fair enough, but when the next sentence mentioned that they were after Ryan Giggs, the packaging claim that this is "the most... realistic football management sim yet" takes a bit of a nose dive.

Moving on, cast your eye over the embarassingly inaccurate club badges which are supposed to make you feel affiliated to your particular team, but look as though they have been drawn by a five-year-old schoolboy with no particular talent for art.



The match sequences are comprehensive enough, but they aren't exactly what you'd call edge-of-the-seat stuff

Pretender

Be disappointed by the fact that you can only manage teams from the top two English divisions, teams who were in those divisions LAST season I hasten to add, even though the game is actually going to be released at the beginning of the NEW football season.

See if you can work out the number of players who were actually transferred long before last season's transfer deadline, but in this game are still on the playing staff of their old club.

Add to all this the generally unattractive and uninteresting layout of just about every screen, and you begin to realise that Tactical Manager is no more than a pretty poor pretender to the football management throne.

It's a real shame, because lurking underneath all this sloppiness and the unappealing facade is an awful lot of detailed information and the makings of a competent football management sim. Unfortunately, the way everything is set out, you can't help being instantly put off. This leaves you no real desire to see how far you can progress with your managerial career. **A**

THE LOW-DOWN

PUBLISHER Black Legend
CONTACT 0727 868005
HD INSTALLABLE Yes
PRICE £25.99

GRAPHICS	53%
SOUND	50%
PLAYABILITY	55%
DIFFICULTY	Tricky

I'm a big football fan and an ardent admirer of football management games. However, Tactical Manager does nothing to set my pulse racing in either respect. The presentation is so bland and uninteresting, and so many careless mistakes have been made on the statistical side that I felt completely let down from the moment I started playing. Apparently the program is favoured by various groups of play-by-mail enthusiasts because it can support an amazing 46 human players at once, and as far as I am concerned, they are welcome to it.

REVIEWED BY NEIL

SECOND OPINION

I'm not too bothered about the statistical side of things, but it must be said that what I've seen is a big disappointment. Perhaps within lies a superb management simulation, but the overall look of the product is somewhat less than impressive.

OPINION BY PAUL

OVERALL SCORE

54%

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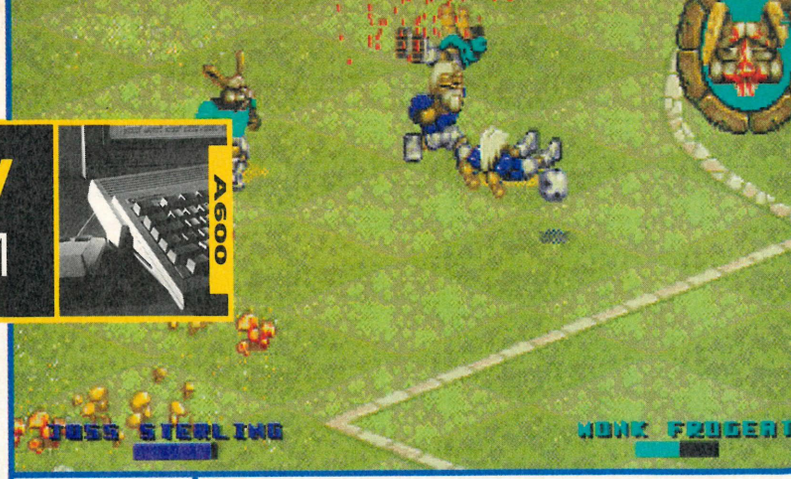
ACTION REVIEW
SPORTS SIM



Blood flies all over the show and this rabbit gets a swift kicking as you march onward toward the goal with the ball

The first round of the Wild Cup has been drawn. Four teams will not survive (nor will most of the players)

Wild Cup So

No reflection on dirty play in this year's World Cup. Oh no. This is football murder, Man U-style, none of your poncey European play acting here

We've had Brutal Sports football already, but with all the activities going on of late over in America it's hardly surprising that a soccer game of a similar nature should be released. You see, you may be forgiven for thinking that Brutal Sports Football was a game containing said sphere-booting competition already, but BSF was more American Football (pointy ball) to begin with.

Wild Cup Soccer, is not surprisingly Soccer with mutants and blood, rolling heads, entrails and so on (clever name too don't you think: Wild – World, geddit?).

Brutal Sports Footy (and this is the last comparison honest!) was played on a horizontally scrolling pitch but Millennium have done away with that old hat idea and gone for a sleek new "FIFA Soccer" style of presentation. That's right sports fans, the pitch is angled in that isometric style you all know and love.

Of course, in this game the soccer takes second place to the fighting. It's a bit like the First Division really: few silky skills, all elbows and

Now come on lads, you know what'll happen

AARDVARK A nocturnal, burrowing African mammal!

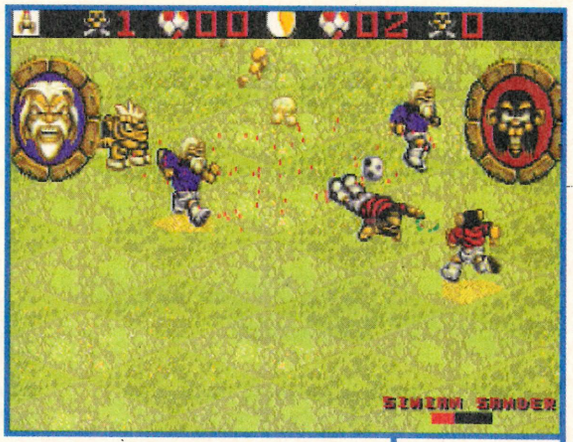
APE Vicious, fast and highly intelligent. He's not Jack Charlton!

BEAR You wouldn't take this ted to bed (well Neil might if he was drunk!)

GOAT Distinctly plain in all departments, except for the horns

The Bruisers are declared the winners of the Unfriendly Competition after a tight battle

You've got a good Header in. Look on as your unlucky marker is decapitated and his head bounces across the playing field



Your opponent lies flat on his back, as near to death as possible. Go on, give him another kick! Imagine he's one of ITV's World Cup panel (Don Howe or Kevin Keegan)

ccer

If the money is there then you may as well turn it into some decent weaponry

skinheads. If a player goes down in Wild Cup Soccer he'll have a genuine reason, like being shot – none of this Jurgen Klinnsman behaviour, oh deary no.

After loading there's a choice of three different competitions to have a bash at. First there's the Wild Cup where the eight teams all have a go a knocking one another out (literally) in a battle to lift the trophy. Usual World Cup rules apply: no middle fingers to be shown to fans; no drug taking (even if it was an Asthma spray Mr. M!). But you can shoot your opponents with a mortar gun (just like playing in Argentina with big D anyway).

Unfriendly

In the nice league tournament, you get to grips with the others to prove yourself the greatest team in the world and lastly there's the Unfriendly, which is like an exhibition game where you just have to lamp everybody and score lots of goals.

Over the past few weeks we've seen plenty of good heading skills from the other side of the Atlantic. But getting a header in in this game means something a little different. Each player has a little energy bar which pops up in the bottom corner of the screen when he is the guy under direct control. This bar decreases with each hit he takes until it eventually drops to nothing. When this happens the mutant in question is prone to being beheaded. Every time this happens it's

if you score an own goal don't you?

HARE As speedy as they come with brains to boot (literally)

LIZARD Tremendous stamina will see this guy race through the match

RHINO Stupid, slow but violently aggressive, that's this guy

VIKING This nordic battler is blessed with average abilities

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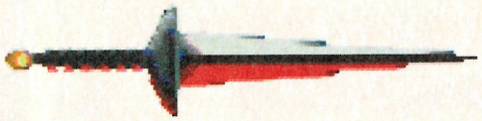
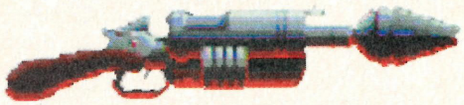


BROADSWORD There's nothing like impaling your opponent in a tackle to help win the ball

RAPIER SWORD A cheap and cheerful alternative to footy boots. Don't be without one this summer



MORTAR GUN Guaranteed to cause a stir when you let this beauty off on the field

GUN The favoured weapon of the Colombian supporters and all the players in the Wild Cup

SHIELD At least there's some protection offered to the players (and not the kind the Italian Mafia favour). Buy this and have a long life

called a 'Header' and the team responsible get paid phenomenal sums of cash for the fatality! Good eh?

Weapons and the like speed up the task of causing injury but they do cost quite a lot of money. To begin with, you are completely penniless. Cash is collected as you run about the field and you also get paid for each goal and Header. If you win the game you get a win bonus and all this can be spent entirely on armaments for the next game.

Tooled up

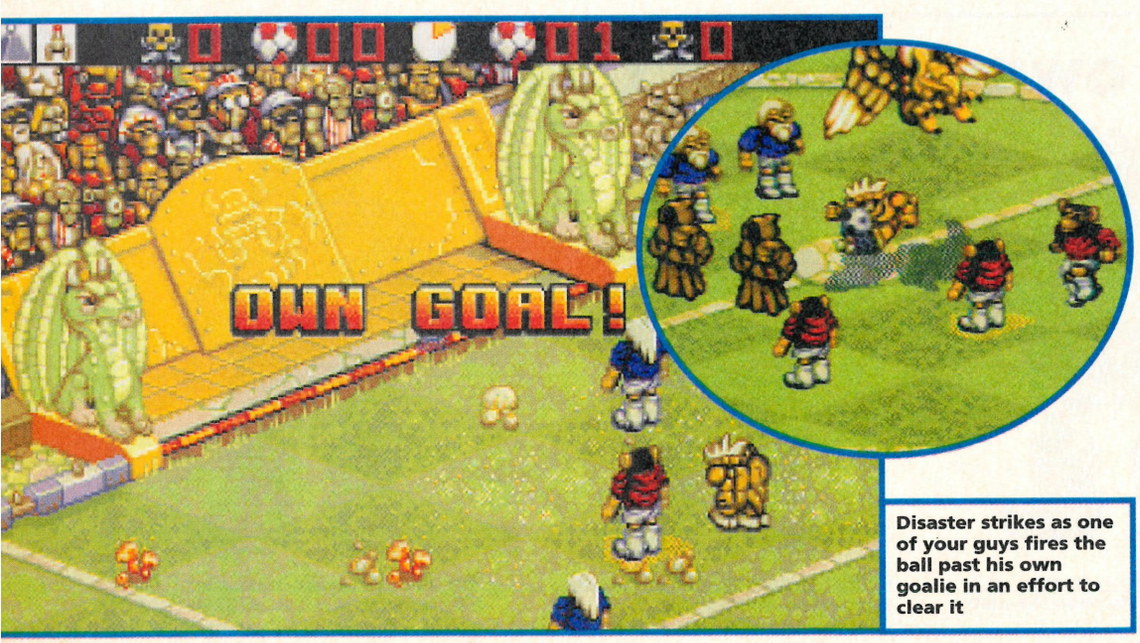
Each player starts his career with bare fists but once you get some money they can all be individually tooled up with swords, shields, guns and mortar guns. All these cause much more damage than the knuckles, but the mortar gun is the deadliest. It is wise to buy weaponry as soon as possible because all the other teams will, and you can soon find yourself completely outclassed and very dead.There is also a transfer market to spend money on.

Players from other teams can be bought and installed into your potential championship winning team but they do not come cheap. Corpses can be resurrected for a large fee sometimes worthwhile to keep your top scorer going strong in a long-term league battle.

Everything runs fine on a 600. The screen window is a tad small for my liking but this isn't affected by the specifications of the machine anyway. The sound is quite nice, as are the players. It can be a bit tricky to keep track of things at times but other than that, Wild Cup Soccer is a nice, enjoyable battle.

It's certainly not ground breaking in any respects but it'll pass a little time in the summer evenings now the real World Cup has finished. I'm not sure where this series can go next but there has to be scope for a good cricket game to follow this up! **A**

A hefty dig in the chops sends this opponent flying into the distance spitting teeth and blood galore. One down, ten to go



Disaster strikes as one of your guys fires the ball past his own goalie in an effort to clear it

THE LOW-DOWN

PUBLISHER Millennium
CONTACT 0223 844894
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	82%
SOUND	77%
PLAYABILITY	82%
DIFFICULTY	Spot On

I preferred it to Brutal Sports Football if only because it seems a little more polished. You won't play this non-stop forever – it isn't that kind of game – but it is great fun, especially after you have a few weapons in your team. There's enough variation to make it interesting enough to come back to. It ran just a fraction slower than I would have liked on our 600 but don't let that put you off as it's still perfectly acceptable. Teque and Millennium have done a nice little job with this one. Oh by the way, I've just come back from Australia and you haven't.

REVIEWED BY CHICKEN

SECOND OPINION

I don't know – Brutal Sports Football still has it for me. On the other hand, this is a fun game, and a very nice distraction from the more serious efforts around at the moment. It may even be a bit too close to the bone considering recent World Cup-losing repercussions.

OPINION BY PAUL

OVERALL SCORE

84%

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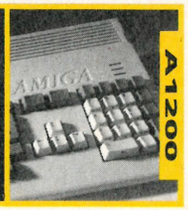
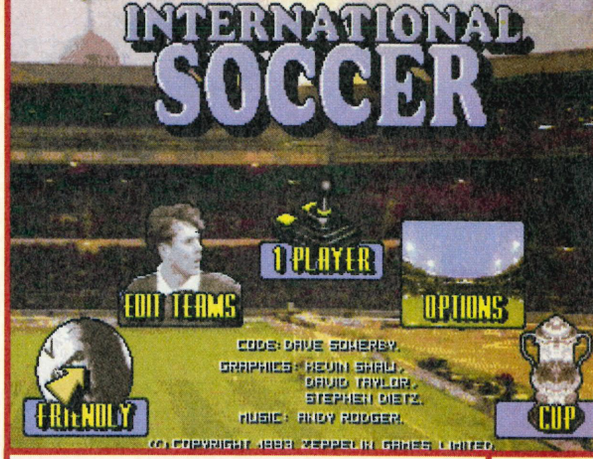


International Soccer



Sadly this screen is by far the most impressive feature of the entire game

"It's the best football game I've ever played!" – John Murphy, Head Games Tester, Zeppelin Games

I can't believe how good this looks on a still screenshot. Don't be fooled though; it's awful

OK, it's only £9.99 so you know before you buy it that Mr. Murphy's quote is a touch on the over zealous side, but you may still think that it could be alright.

So you look at the back of the box. Not the best graphics ever but hey, look at Sensible Soccer and Man Utd – hardly works of art are they. And the features. There are plenty of those.

Phrases such as 'eight-player cup tournament', 'all current teams with up to date player information' (complete fabrication unless Manchester United have signed J. Alcock to play up front for them, and indeed a complete new squad to boot) and a full set of statistics for each player in your side tempt you into parting with your hard earned tenner.

You get the disk out, put in into your Amiga and that's it, your illusions are shattered and you realise that the game is not actually the best football game Mr. Murphy the tester has ever played, unless of course he has never played a game of this type before.

Remember Kick Off 3? Were you one of the poor individuals who rushed out and bought it before the reviews came out? If you were, you will know what a big mistake that was.

So don't make that same mistake again. Take the pain inflicted by wasting your money on Anco's product, double it and you should have some idea what playing a game of International 'Soccer' is actually like. It's like having your toe nails removed somewhat carelessly by a blind chiropodist with Parkinson's disease.

Ooh, there's certainly an international flavour to those teams isn't there? It more than justifies the name

What makes it even more of a travesty is the irritation of the game's main fault – the speed (although there is stiff competition from just about every other feature). Some of the players actually move at a reasonable speed while others would take around a whole minute to run from one side of the pitch to the other.

Add to that the fact that the ball sticks to your feet like glue allowing you to waltz past defender after defender without a care in the world, and the fact that the goalkeepers have about as much agility as particularly overweight rhinoceri and you may appreciate why scoring is ridiculously easy. By this point you should have begun to realise that buying International Soccer is perhaps not such a good idea after all.

Now I may be wrong here, but as far as I can remember the lowest score I have ever given a game was 58%. If I were to give that mark to Zeppelin's effort I would never be able to forgive myself. This game is pathetic. I'm sorry but that really is the best word to describe it. **A**

This bit's quite impressive too. Don't worry though, it's not all good

THE LOW-DOWN

PUBLISHER Zeppelin
CONTACT Don't bother
HD INSTALLABLE No
PRICE £9.99

GRAPHICS	70%
SOUND	63%
PLAYABILITY	5%
DIFFICULTY	Staying Awake

No game ever deserves less than ten per cent as far as I'm concerned. The fact that there are some graphics, some sound, a semblance of gameplay and a box signify that some effort has been put in, and any effort should always be rewarded. There are cases though, and this is one, where to give a score any higher than 10% just wouldn't be fair to the readers so that is what it's getting. The worst thing is that I don't imagine Zepellin will even be disappointed by this mark, and if they've played it at all they may even be pleasantly surprised.

REVIEWED BY STEVE

SECOND OPINION

A marvel! Superb! Fantastic! A revelation in terms of super slick gameplay! These are just a few phrases which aren't applicable to International Soccer. International Soccer? International Balls more like, and I think you know where I'm coming from.

OPINION BY NEIL

OVERALL SCORE

10%

ACTION REVIEW REVISITED

Total Carnage

Oh yes, this is an absolutely top game. In fact, I would go so far as to say this is the best game I have ever played. The graphics are excellent, the gameplay is silky and the sheer excitement of playing is indescribable.

OK, so I'm lying. High hopes were held for Total Carnage, the follow up to the exceptional Total Carnage, and ICE made plenty of promises as to how good it was going to be. Unfortunately they didn't manage to keep a single one of them and what they actually produced was a dour affair that even made a pretty average PD game look more than respectable.

This should never have made it onto the shelves in the first place when it came out on disk, and the CD32 version, with minimal enhancements and a £29.99 price tag shouldn't have either.

The game lurches around like Paul's mum after she's had a few, and the patheticness of the gameplay has to be experienced to be believed.

A truly sad affair, that not even the most easily pleased gamesters in the world will find in the least bit fulfilling. **A**

PUBLISHER Ice **PRICE** £29.99 **REVIEWED BY** Steve

CD32

ORIGINAL SCORE

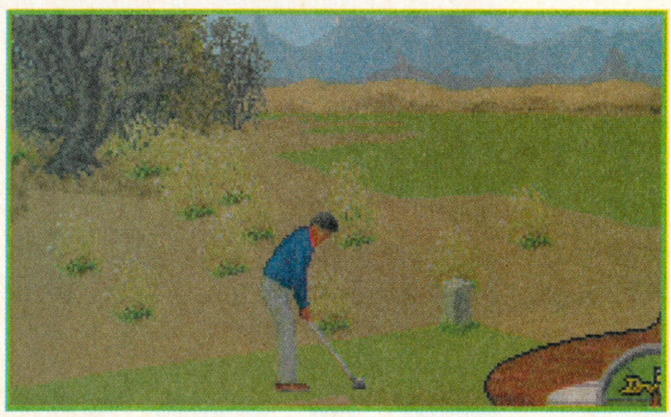
68%

UPDATED SCORE

40%

Ryder Cup

Why are CD32 games more expensive than their disk counterparts. I thought we were supposed to be seeing prices fall not rise because of this machine? There is certainly no reason for Ryder Cup to be so expensive because there are absolutely no differences whatsoever from the original version.



And another thing: who's this Johnnie Walker bloke? Is he a golfer then or what? I'm not that well up I'll admit, but he's not as famous as Nick Faldo is he? For all I know Johnnie Walker could be something ridiculous like a big box of washing powder or even a make of whisky. I think it should be made clearer to the software buying public.

The game itself is not that good, as we said last time we reviewed it. There are far better golf games out there on the Amiga but CD32 owners will have to put up with this until something better arrives, or carry on with Nick Faldo for a little while longer.

Golfing sims are popular in the office, and Paul in particular considers himself something of an expert. A look at the disgusted expression on his face while playing this is worth more than a thousand words. **A**

PUBLISHER Ocean **PRICE** £29.99 **REVIEWED BY** Steve

CD32

ORIGINAL SCORE

78%

UPDATED SCORE

70%

Chuck Rock II

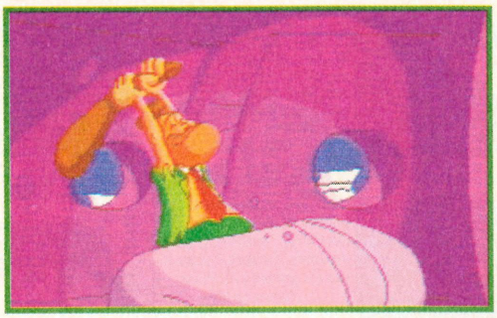
At last, a decent game graces this month's Revisited section. Chuck Rock II has often been talked down by fans of the original Chuck game, but personally I think it far superior. I held that opinion when it first came out and now, with some excellent additions to this version, my feelings are even stronger.

There is now an amusing cartoon intro sequence which builds up a nice atmosphere, along with the obligatory CD-quality soundtrack (which contains some fine tunes to bob along to) and more colourful in-game graphics.

All that has basically happened here is that some extra knobs and twiddly bits have been plonked on to what was already a fine platform extravaganza, and turned it into a game that no CD32 owner worth his salt should be without.

The aforementioned intro is by far and away the biggest draw at first though. Full speech and cartoon quality graphics and animation really show what the CD32 can do if it tries.

It would be redundant if the game wasn't up to scratch, but thankfully it is. This is an absorbing platformer, and certainly one of the more enjoyable CD games knocking around at the moment. **A**



PUBLISHER Core Design **PRICE** £29.99 **REVIEWED BY** Steve

CD32

ORIGINAL SCORE

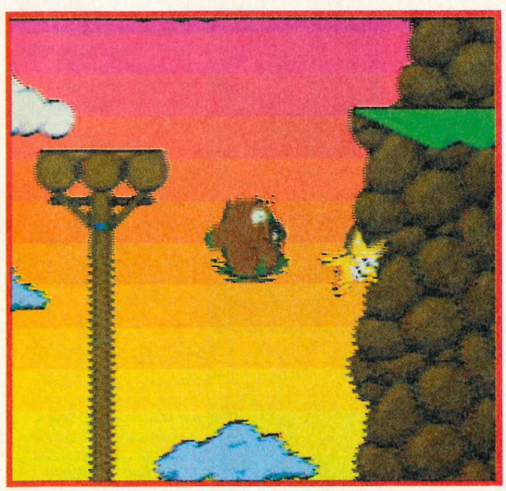
90%

UPDATED SCORE

91%

Beavers

When I first looked at this, the intro sequence was amazing. I immediately thought it had been added to the CD version because it was so good, but I'm assured that it did indeed appear on the disk version as well.



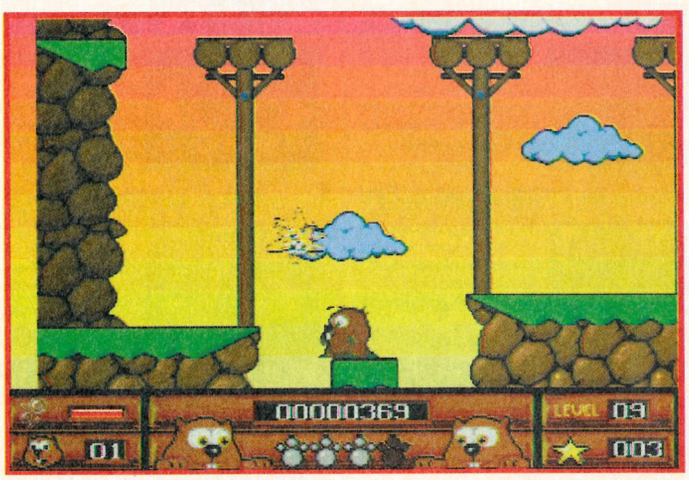
I was a bit disappointed by this to be honest because there aren't really many more differences that I can talk about. In fact the only thing I can say is that the game possibly moves a little quicker. Even so the difference is barely noticeable.

Beavers is a good little game though and definitely worth a look. But I think it's about time that all the developers got their acts together and began to produce original software for the CD32 that makes better use of its much vaunted capabilities.

CD owners will put up with rehashed versions of old games for a while, but I should imagine that their patience is beginning to wear thin; I know mine is.

Grandslam's next CD release should be something to savour though: an enhanced version of their excellent Mario Kart-esque race game, Bump 'n' Burn.

Until that arrives Beavers is good enough to satisfy the Grandslam fan's appetites. **A**



PUBLISHER Grandslam **PRICE** £25.99 **REVIEWED BY** Steve

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ORIGINAL SCORE

83%

UPDATED SCORE

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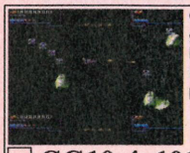

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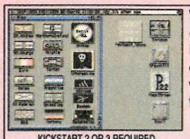

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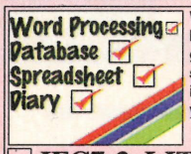

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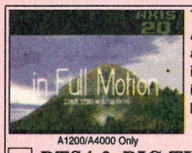

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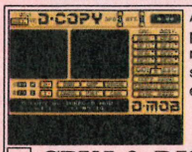

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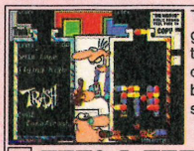

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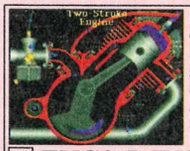

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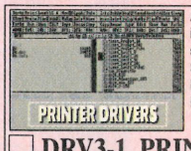

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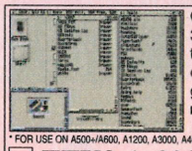

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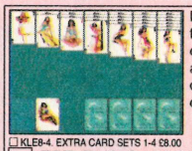

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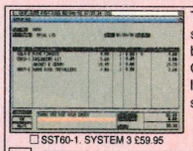

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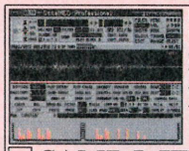

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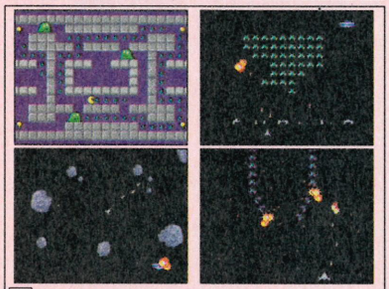

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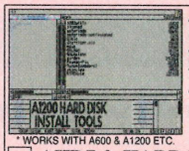

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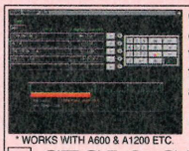

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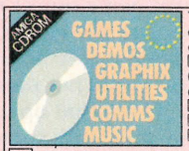

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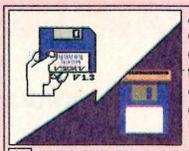

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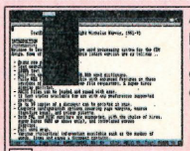

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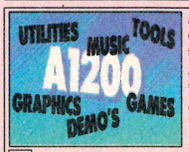

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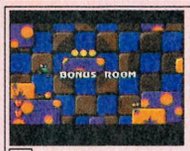

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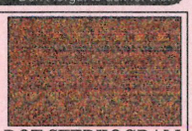

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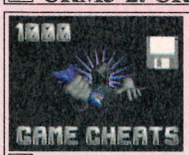

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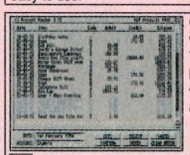

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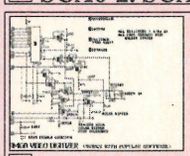

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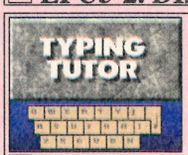

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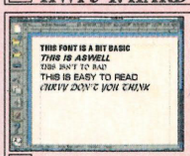

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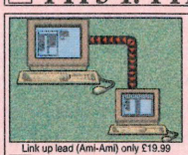

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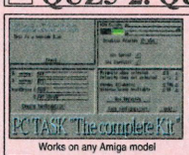

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The bit where you get to have your say. This is a democracy here at Amiga Action you know – take it away people...

STARDUST
Daze

Reader Reviewer Martin Smith, Eastbourne

Stunning graphics, groovy music, nice effects, plenty of smart touches and superfast, exciting and addictive gameplay. The tunnel sections are fantastic as well and this really is a must.

Graphics 90% **Sound** 83% **Overall** 88%

Summary Try it – you'll love it.

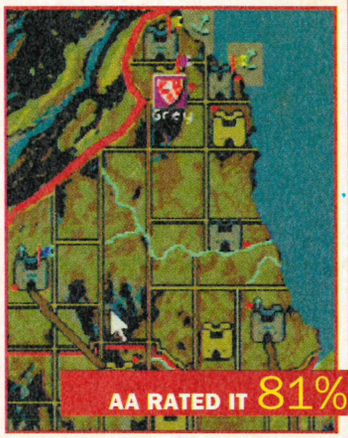
KINGMAKER
US Gold

Reader Reviewer Joshua Holmes, Derby

I bought Kingmaker on the strength of the score it received in Amiga Action. I also own the board game and was pleasantly surprised by this computer version.

Graphics 80%
Sound 78%
Overall 79%

Summary A decent board game conversion for once.



BUBBA 'N' STIX
Core Design

Reader Reviewer Christopher Miller, Hartlepool

When I got the game I was getting excited because of the brill intro. Then when I played the game I completed the first level. Then on the second level I got stuck. Apart from that it's OK.

Graphics 94%
Sound 90%
Overall 90%

Summary Quite a good game with good animations, but a bit hard.

SIM CITY CLASSIC
Maxis

Reader Reviewer Paul Mulrooney, Cork

The world is a wonderful place now that I have Sim City. I play this every day when I get home from school, and recommend that you do too. I can't wait for Sim City 2000.

Graphics 95% **Sound** 93% **Overall** 96%

Summary Sim Sim Sim Sim Yes Sim City!

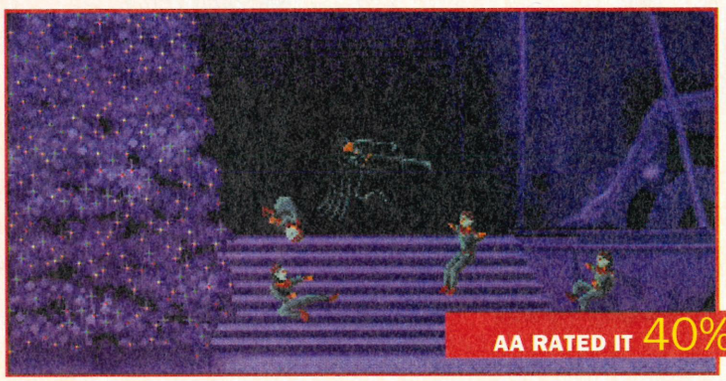
BATMAN RETURNS
Gametek

Reader Reviewer Simon Firkin, Wallasey

Batman Returns is not a bad game, but it isn't as good as the film. The sprites are too small and I don't like the sound. Buy it if you dare.

Graphics 62% **Sound** 58% **Overall** 65%

Summary A must for Batman fans but not for anybody else.



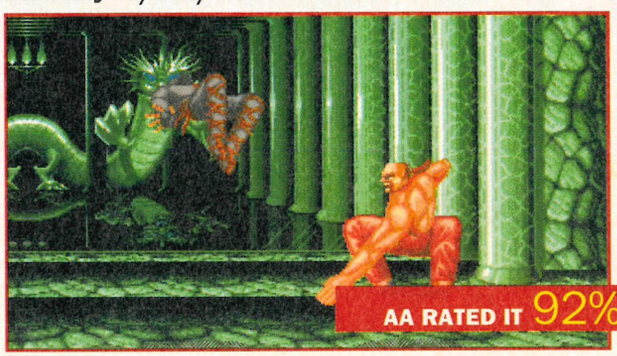
BODY BLOWS
Team 17

Reader Reviewer Tomas Wysocki, Poland

Body Blows by far the best. Streetfighter 2 is bad and it can not be played properly. I play as Junior the best and he is a very good man. Body Blows is your number one!

Graphics 97% **Sound** 96% **Overall** 99%

Summary Buy Body Blows for ever!



SLEEPWALKER
Ocean

Reader Reviewer Martina Wilson, Daventry

Sleepwalker is the best game ever, and Lee and Ralph are my favourite computer game characters. It can be very frustrating to play, but that doesn't matter too much. Buy it!

Graphics 90% **Sound** 90% **Overall** 90%

Summary A game that isn't just about shooting and fighting. It's about a lot more and I can guarantee that you definitely won't fall asleep at the controls.

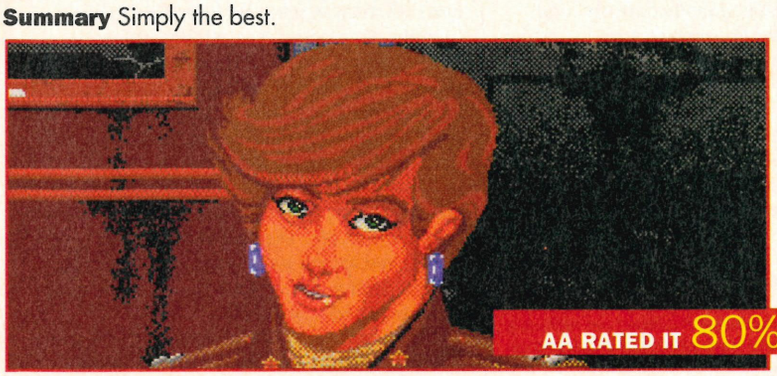
WING COMMANDER
Mindscape

Reader Reviewer Gary Warburton, Skipton

3D space shoot 'em-ups are rarely as good as Wing Commander. I'm still playing it more than a year after I bought it, and I'll still be playing it in another year.

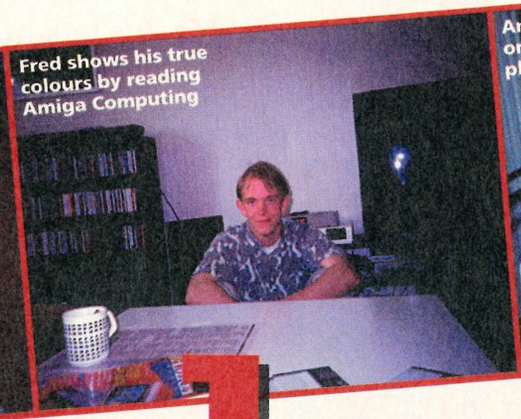
Graphics 93% **Sound** 90% **Overall** 92%

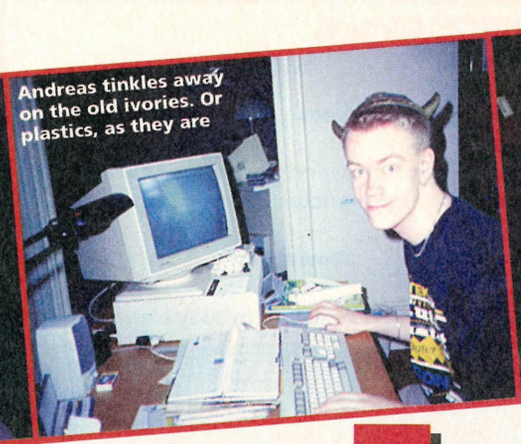
Summary Simply the best.



Keep your reviews rolling in and we'll print as many as we can! Write to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Follow the format on this page, not forgetting to include all your percentage scores. If possible, try not to write more than 60 words of main text. Cheers!

Patrik: we think he's just woken up, but perhaps he's just laid back


Fred shows his true colours by reading Amiga Computing


Andreas tinkles away on the old ivories. Or plastics, as they are

A load o

part 1 21st Century eh? When they're not busy releasing excellent pinball games, you can usually find them developing excellent pinball games. And guess what? They've done it again, only this time they've included a multiball option. In the first part of our exclusive work in progress we acquaint ourselves with a certain demented Swedish development team

BY THE DIGITAL ILLUSIONS GEEZERS

This table is at the mid-development stage. The ramps are in place, but much table detail still needs adding. Digital Illusions like their detail you know, and have insisted on actually showing every single bolt that hold the ramps in place. Not that they're obsessive or anything. We'd never say that, us

The guys at Digital Illusions are mad, and if you needed proof other than my word (Paul here for the moment, by the way), then check out the photos knocking around these pages. Treated like pop stars in their native Sweden, Andreas, Markus, Olof, Frederik and Patrik are never off the blinkin' telly. As well as being – forgive me, please – a right set of poseurs, they do happen to be particularly talented in the old game programming department, so let's hear all about the game we've been waiting for...

The story so far:

After finishing Pinball Fantasies in late 1992, we wanted to do something really different, and started on some sort of adventure/shoot'em-up game by the name of Malfunction.

But in April 1993 we had to put it on ice in favour of Pinball Fantasies CD32, which we completed in August 1993. A lot of ideas of how to improve the pinball series had by now been floating around for a while, and we decided to try and complete the pinball series with something that would put an end to all the stupid ideas we had come up with.

After moving the whole company to Gothenburg in January, we worked more or less constantly on the new game for about four months. We'd decided to scrap all the old code, because when developing Fantasies we discovered that its basic structure was far too limited to support all the new features.

There was one condition on which we'd agreed though. If we couldn't make a multiball without losing the superb ball precision of Fantasies, we would not do it at all.

But by the end of February we managed to get the multiball working and everyone seemed very enthusiastic about it. From then on about two months was spent building up the basic routines of scrolling, text printing, effect processing and so on. The new effect system had to be far more complicated than the ones used in Dreams and Fantasies, and a lot of time has been spent on finding a flexible yet simple way of handling the various features.

It resulted in some sort of script language that could be easily extended whenever a new crazy idea came to life. The same kind of system is being used for the panel graphics animation system, which now features four-colour, twin-layer texts and animations.

The most noticeable extension to the effect system is that the scoring is built up around something called modes. These are special events

f balls

where you have to, for instance, shoot the same ramp five times in 60 seconds to drink all the beers, chase down the thief or whatever may be the purpose of the mode.

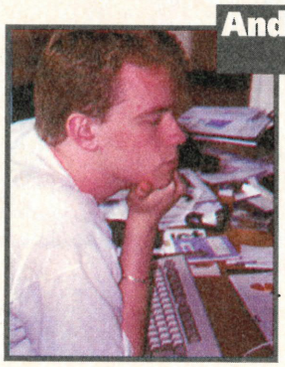
If you succeed there is a huge bonus to collect and then things are restored to normal. Some modes incorporate the multiball and you have to collect as many points as possible before the extra balls drain and the mode is over.

There will probably be four tables as usual, the first one based around a kind of cybercop theme, where you have to cope with the crimes of the worst scumbags in the city. The second table is shaping up quite well around some kind of beach theme with jukeboxes, burger bars, babes and cars. Table four is almost finished with regard to layout, but there are a few things still to be adjusted before we can put the paint on. Table three was laid out on paper but scrapped, because it didn't have enough interesting features.

We know a lot of people would like to see more tables, but I hope our diary will go some way to explaining why that would be too hard to accomplish. So let us take you through the basic steps of creating a table.

The final thing – almost. Again the detail side of things is evident, and on closer inspection we found that even the blonde hair on the woman in the middle was drawn to the nearest few strands. The multiball option – the main new feature in the third game – follows the lowest ball on the table, and at this stage appears to work very well indeed. And pardon us, but is the table just a touch larger then its sisters in the other two games? Whatever, it looks superb and Fantasies fans will wet their trousers. Probably

Andreas Axelsson, 21, programming and table design



Hi everyone, I'm Andreas Axelsson, one of the founders of Digital Illusions, and during the next couple of months I'm going to tell you the story of our new pinball game – Pinball Illusions!

The original pinball team has gone through a bit of change since we made Pinball Fantasies. Ulf, the original ball programmer has left for other work and another graphic artist has been added to co-op with Markus.

So today's team stands as follows: myself, programming and table design; Markus Nystrom, graphics and visual design; Olof Gustafsson, music and sound effects; Fredrik Liliegren, team and project management and Patrik Bergdahl doing additional graphics.

I began using computers around 1983, when I got a 16k monochrome ABC80 from my dad. Quite different from my friends at the time, I got very interested in programming in just a few months and it didn't take very long before I learned the basics. Things were much easier back then, I had a manual in my native language, and the Basic was built in

I fiddled around with the ABC80 and my friend's C64s and Spectrums doing nothing really useful at all except for a lousy paint program on the Spectrum and a glossary program for the ABC80. In January 1987, I got an Amiga 2000 which at once stole my whole attention.

I started programming assembler the very same week and during the next 8 months I was involved in starting two demo-groups (The Ultimate Sector and Horizon) and made a couple of not-too-good demos, but I was soon eager for more demanding tasks.

At the end of 1987 I joined The Silents and about a year later myself, Fredrik, Olof and two other guys, Ulf and Christian, decided to make a pinball game. The game turned out to be Pinball Dreams, and was released through 21st Century Entertainment Ltd. in March 1992.

Since then I've finished school, quit college and made a living out of entertaining people.

Frederik Liligren, 25, team and project management

My dad bought me my first computer in 1982, an Australian Microbee, and after that a Texas TI99/4A with a disk drive weighing about 20 pounds!! But no games were available so I saved up to buy a C64 in 1985 and about two years later switched over to the Amiga.

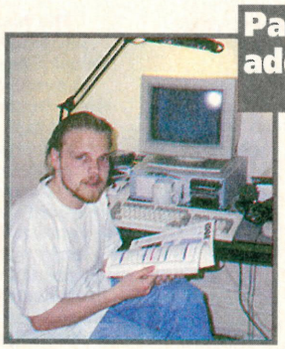
At this time I was sort of the organiser of a pretty well known demo group called The Silents. And in the group was Andreas and Olof. Because Andreas was the only other member living close enough, a lot of time was spent with him, and on one sunny day a Danish friend showed us a picture of a pinball table he had drawn.

The seed was in the dirt [odd Swedish saying? – Ed] and about a month later Andreas, Ulf and I decided to try to make a pinball game on the Amiga, later known as Pinball Dreams.

After the tremendous success with the Pinball games we are now eight people working as Digital Illusions, and we will now hopefully give you a little insight into how one of our projects, Pinball Illusions, goes from basic idea to a finished product for you to enjoy.

My part in this game is to make sure you see it in time for Christmas and that it's as good as possible and a must-buy product. I guess we will have to wait and see if I succeed.

Patrik Bergdahl, 23, additional graphics



I started my computer career with a VIC20 (hmmm) but it was when I got my C64 (cool) that I started to draw. My dreams came true in 1987 when I bought my first Amiga (yeah!). Immediately some demo groups wanted my services as an artist.

First I joined Vortex42 and later on, the world famous Phenomena. At that time I worked with Andreas Tadic (Team 17) and Peter Tuleby (of Alien Breed fame) with games that we never got 100% ready. (Hi U2.)

About two years ago a local friend Thomas Andersson and I started a new game. Thomas, a Silents member at the time, talked to Fredrik, and on that way it went... [I think we would say 'and so it began' – Ed]

Now me and my A4000/040 are Silents members and are working at Digital Illusions.

Markus Nystrom, 20, graphics and visual design

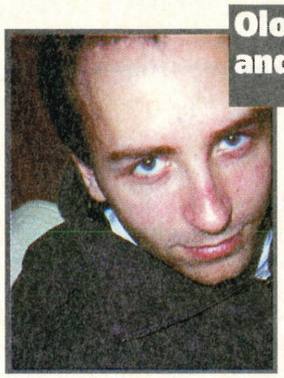
My name is Markus. That's not very interesting. I'm 20 years old, which actually isn't very interesting either. But I work for Digital Illusions and that's what is interesting to you guys, since you couldn't care less about me as a person! You just want a new product out, you ignorant capitalists!

Anyway, I'm responsible for some of the graphics in our releases. The projects I've been involved in so far are Pinball Dreams and Pinball Fantasies. Right now I'm doing the artwork, together with Patrik, for the sequel to Fantasies, Pinball Illusions. And if everything works out the way it's supposed to, the graphics will be generations better than ever before!

I've been a proud Amiga owner since around Easter 1990, and that's the exact time I've spent with computers. I have of course been a part of the demo scene, and it's there I've learned everything I know (about computers that is!)).

I was a member of the best ever existing group on Amiga, namely The Silents. I signed with DI around Fall 1991 and I've been a hard working man ever since... not! I actually tried to get paid without working, but they didn't fall for that one, obviously. Clever guys these Digital Illusions! And now the speed has got a little bit too high for jumpin' off so I guess I'm stuck here!

But people, bear in mind, at least we're having fun!



Olof Gustafsson, 23, music and sound effects

As a kid I was very interested in arcade games, which resulted in many happy hours spending all my money. After experiencing total poverty I decided to get some kind of computer so I could play at home instead.

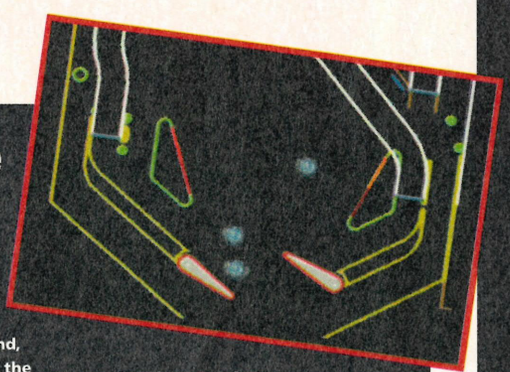
As my money was all gone I had to start playing on my big brother's VIC 20, which included BIG pixels and poor sound. As time went by, my brother upgraded to a Commodore 64 – WOWA! He showed me a demo called "Beer Barrel Polka" (yes I still remember!) which gave me goosebumps all over.

I soon discovered that music was the thing I wanted to do. After doing this and that on the 64 I got enough money for an Amiga. The only problem was that the A500 wasn't sold in Sweden at the time, so I went to London to get one. I was in heaven, playing around with all the 100s of samples, and then I started to mingle and make friends with other people of the same interest – that's when I met up with Fredrik and Andreas who had recently joined up with a bunch of guys in a group called The Silents.

We made some demos and music disks just for fun, but we really wanted to make a game. I was doing a lot of non-serious projects, but one day Fredrik phoned me up wondering if I could compose the music for a pinball game. I wasn't late to say yes, and now I'm sitting here preparing for the third game in the series.

And for the first time the music is going to be written on synthesizers first.

'We'd agreed though, if we couldn't make a multiball without losing the superb ball precision of Fantasies, we would not do it at all.'



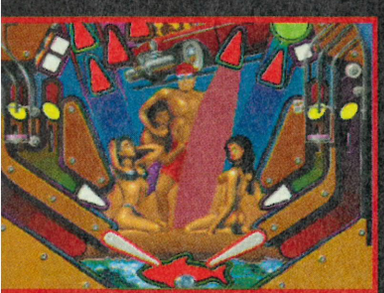
Five weeks in the diary of a pinball game

Week One

The layout is created and tested extensively over about one week, to find out if all shots are possible and if things seem to work OK.

Week Two

After that week, we do the basic graphics, ramps, mechanical features and such, which takes a couple of days. During those days, we try to come up with a theme to use, and a lot of cool effects that we can implement in hopefully new and exciting ways.



As we don't succeed with the whole design in a couple of days, we have to continue with the layout, which actually contains more scrapping of impossible ideas than coming up with them. So there goes week two.

Week Three

Now it's time to draw the theme graphics of the table, to lay out the lights and find out what animations we need. The lights are fairly easily fixed, but the overall graphics take about another week.

During the same week we try to implement all the functions we have come up with into code and scripts, and where needed we extend the code to cope with them. We also try to do all the generic routines needed everywhere like flash those lights, drawing that text, playing the anim, playing the sound, counting the scores, accumulating the bonus, counting the counters...

Week Four/Five

After that week is gone, we haven't finished what we were supposed to do, so we go on for another week. Animations take quite a lot of time as we need a couple of hundred kilobytes per table.

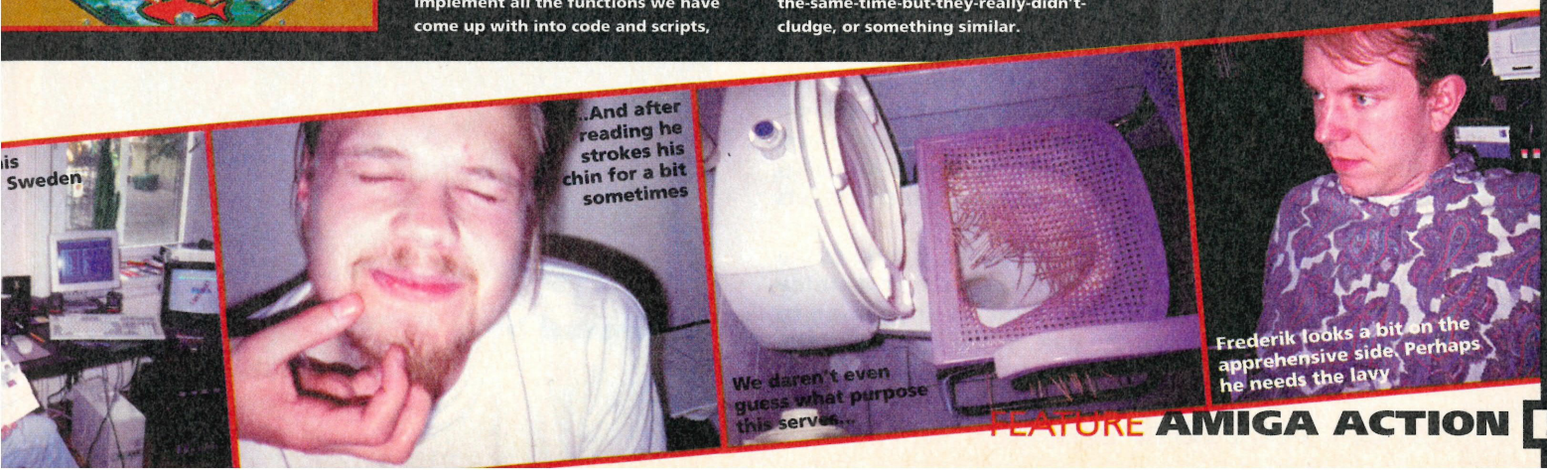
I probably have to spend this week and another to fix all the bugs that suddenly appeared when I added that stupid three-balls-pushing-a-switch-at-the-same-time-but-they-really-didn't-cludge, or something similar.

So what was that? Five weeks or something, and we've done eight tables before.

Sorry guys, but it does take quite a lot of work to put a table together you know, and we really want to finish this off, as we've been doing pinball for 60 years now!

So, when all's said and done, a lot more has been said than done, but that's the way it goes fellows.

Look out for more week-by-week based diary pages in the next issue. Bye now.



Crazy Cars III

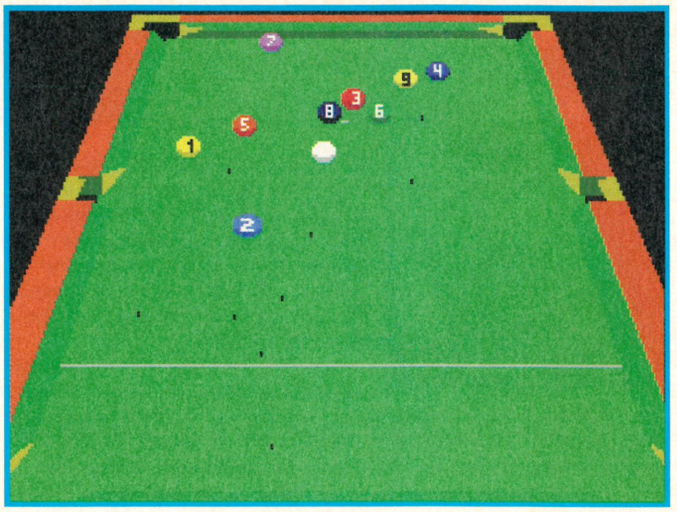
Publisher *Titus*
Price *£7.99*

Driving around in a Lamborghini is the dream of just about every warm-blooded male who walks the planet. Imagine cruising down your local high street with the tinted black windows down and the whole town gaping in awe at your smoothly purring machine. Okay so it's a sad and ultimately unattainable dream for the majority of us, but Crazy Cars III goes someway towards helping fulfil such a fantasy.

Readers who own a copy of Lamborghini will recognise Crazy Cars III as their own game but with a different coloured car and without the two player option. Don't let this put the rest of you off though because there aren't that many games with a theme tune as catchy as this, and there are even fewer available for under eight quid.

Reviewed by Neil

SCORE 83%



Archer Maclean's Pool

Publisher *Hit Squad*
Price *£14.99*

Archer Maclean's Pool, or Table Top Ball Simulation as Steve insists on calling it for some strange reason, is the definitive computer benchmark for fans of the green (or blue) baize.

Graphically excellent and immensely detailed, old Archer's knocks most other similar efforts right into the top pocket.

The only problem I have with the game is the difficulty factor. It simply takes ages to get into and even longer to master, and I much prefer Team 17's more easily accessible Arcade Pool for that reason.

Archer Maclean's is more a game for the connosieur than the idle spectator, so if you are deadly serious about your cueing adventures, and you find you can whup everyone down the local with your hands tied behind your back, I wouldn't let the fact that I'm a bit of a pool hall pleb cloud your judgement.

Reviewed by Neil

SCORE 87%

European Football Champ

Publisher *Hit Squad*
Price *£12.99*

The World Cup may now be well and truly over, but with the new footy season about to kick off there seems to be no respite whatsoever in the flood of footy games hitting the market.

This is Domark's conversion of Taito's extremely popular coin-op game. The pitch is viewed from a side-on perspective, and the graphics are extremely large and chunky in a sort of Jan Molby way. A two player option is available, but the lack of any structured tournament lets the whole game down badly.

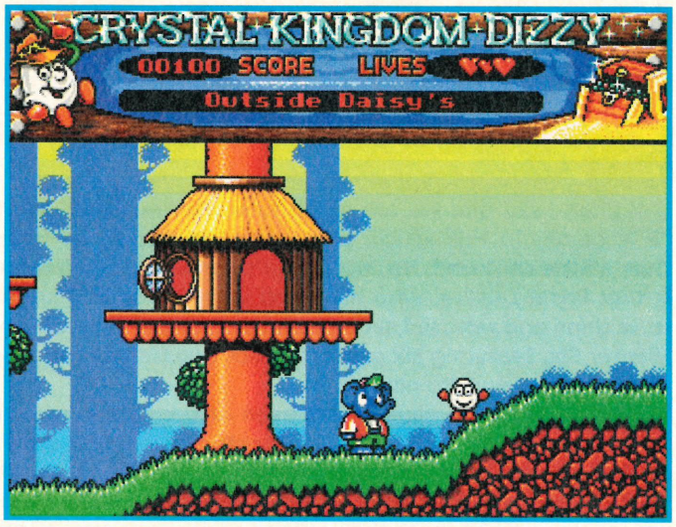
There are so many good football games around at the moment, most notably Audiogenic's Wembley International Soccer, that I can't think of any reason to recommend this relic from the past. In the words of Barry Davies, European Football Champ is hugely disappointing.

Reviewed by Neil

SCORE 45%

Crystal Kingdom Dizzy

Publisher *Codemasters*
Price *£9.99*



Fans of the popular Dizzy series – and there are quite a few – will be heartened to know that the Crystal Kingdom adventures of the egg-like one are now available at a bargain budget price.

The simple to use control system is one of the major features of these omelette affairs, and regulars won't be disappointed with the Crystal Kingdom.

All the usual characters are there as Dizzy takes on the one-legged Captain Beardy over four worlds of platforms and puzzles.

It's easy to knock Dizzy games simply because they look so simple and are graphically unspectacular. This doesn't matter too much when a game is actually fun to play, and there can be no denying that Dizzy's Crystal Kingdom has playability coming out of its ears.

Reviewed by Neil

SCORE 82%

Body Blows

Publisher *Team 17*
Price *£9.99*

In recent weeks Team 17 have taken over the mantle of "software company which bombards us with the most versions of the same game". Previously this title had been bestowed on Gremlin for their constant barrage of Zool games which found their way through our letterbox, but Team 17 with their Body Blows are now way out in front.

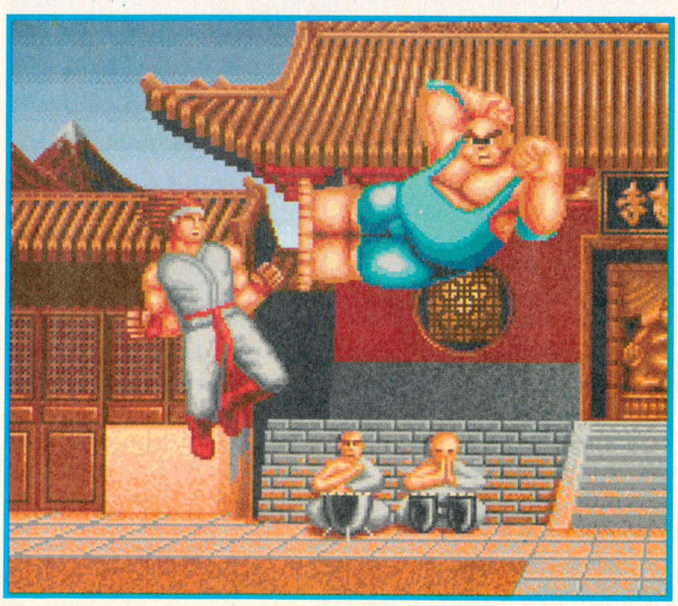
This month's Body Blows/Body Blows Galactic file sees the release of the original (and some still say the best) Body Blows as part of the Team 17 Classic budget range.

Impressive backgrounds provide an excellent stage for the riotous muscle-bound antics which take place.

With one or two player modes and a tournament challenge, this should provide you with more than a few hours entertainment.

Reviewed by Neil

SCORE 86%



Bandit Mania

Publisher *Mental Image*
Price *£6*

Those masters of the fruit machine simulation, Mental Image, have come up with another couple of disks full of gambling action to follow fast on the heels of the highly successful Winning Post.

Three 'gamblers' (as they used to be called at my school) are included in the package: World Tour, Technology and Tic-Tac-Toe are full of features and sub-games, and there should be more than enough to keep most youngsters out of those seedy arcades and taxi firm waiting rooms. Yes we've seen you keep nipping out in the evenings.

Obviously there's no real money up for grabs, but at least you don't lose anything either. Now there are no excuses for nicking cars, burgling houses, mugging old grannies and the like to fund your fifty quid a day gambling habit.

Tsk. Tsk.

Reviewed by Neil

SCORE 80%

Hits for Six

Publisher *Prism Leisure*
Price *£25.99*

When I say that we are going to review no less than 36 games in this article you will undoubtedly be more than a little confused. No, we haven't gone mad. The reason is that Prism Leisure, who may well be mad for all I know, have gone and released six compilations, under the name of Hits for Six, featuring six games in each bundle representing outstanding value for money.

Seeing as all the games have been reviewed before, and to be honest some of them are pretty ancient, it didn't really seem necessary to go overboard on the old coverage. You'll all know the games and whether you like them or not, so you will be more than able to make your own minds up. Away we go.

Volume 1

The main attraction of this edition has to be the inclusion of MicroProse's fine flight sim, **F-19 Stealth Fighter**, which, even taking into account the arrival of F-117A is still a worthy purchase today.

A little light relief for platform fans comes from Titus' eponymous character **Titus the Fox**, in an adventure subtitled To Marrakech and Back. This is a competent little game which won't hold your attention for that long, but it is good for a quick play every now and then.

Grand Prix Master is next up and to be honest I've never even heard of it before and having played it I can see why; it's not all that good to tell you the truth. It plays reasonably well and has plenty of options but moves far too slowly and looks more like a C64 game than an Amiga one.

Satan? Ever heard of that one? Well, it's an arcade adventure sort of thing and, considering its age it's remarkably engrossing. The graphics may not be up to much but it's the gameplay that counts, and Satan has plenty of it.

There aren't enough policey-type games for my liking and **Chicago '90** came as a blessing in disguise. Chase the gangsters in your Panda car and run them off the road. The theme music alone is worth the purchase.

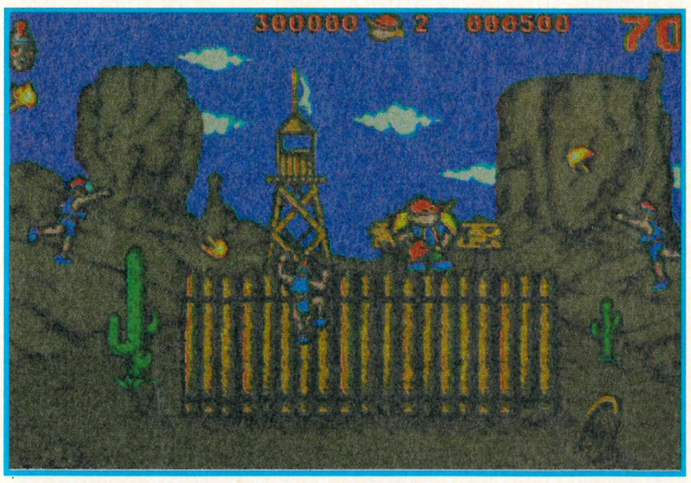
Stargoose is a shoot 'em-up with a difference but it is also a bit poor to say the least, so the less said about that one the better.

Volume 2

This volume headlines with **F-15 Strike Eagle II** which, although in my opinion nowhere near as good as the legendary F-19, is still as excellent a flight sim as you can expect from the experts in the field, namely MicroProse.

Also included is **The Blues Brothers**, another Titus platform game which is again very much in the mould of Titus the Fox and very easy to play. Titus have a habit of producing good games of this type and didn't do themselves any harm with this.

Another platform game, this time ten times more ridiculous, is **Hammer Boy**. And guess what? This is about a boy who carries around a hammer. The sheer stupidity of the game makes it worth a play but don't expect a long session in front of the monitor.



Highway patrol is a bit like the Test Drive series but with less playability. Die hard racing gamers may just possibly glean some enjoyment from it but personally I found it far too frustrating.

Hotshot is apparently a futuristic arcade game which mixes the days when gladiators fought for their lives with

the electronic wizardry of pinball. So, it's two-player Breakout then. Good description though and not a bad game to boot.

Finally, **Eye of Horus** is a sort of ancient Egyptian affair. I wouldn't even bother with this if I were you as I can think of a million and one better things to do with your time, like vomiting blood for instance.

Volume 3

The original **Gunship** game is on this compilation and that should be all the reason you need to go out and buy it. This was the game that started off the flight sim boom and rightly so. The graphics are certainly not up to much in this day and age, but sheer nostalgia value alone is priceless.

Crazy Cars 3 is many peoples' favourite race game, and although I would never go that far myself I can see the appeal. Some excellent options and above average gameplay lift this above the jostling masses of average race games below it.

Megaphoenix is a shoot 'em-up, and a distinctly average one at that. Every cliché in the book has been used to create a highly stereotypical game that sets my teeth on edge.

Airball is similar to the legendary Ultimate Play the Game series on the 8-bit machines, and while it is nowhere near as good it is still more than worth a look.

I remember **Archipelagos** being released to a mass of hype because of its revolutionary style of island hopping gameplay. This is one to engross yourself in for some time to come, and is a genuinely excellent arcade strategy affair.

Starray is another shoot 'em-up. Not quite as bad as Megaphoenix, you could possibly enjoy this if you were absolutely desperate to play every game of this type no matter what the quality.

Volume 6

What happened to volumes four and five then, that's what I'd like to know. Well actually these don't exist on the Amiga version of 'Six and I guess repackaging would cost too much. So skipping on to volume six...

Starting with **Silent Service II** can't be a bad thing and is certainly a good platform for any compilation to launch itself from. MicroProse's highly atmospheric World War II submarine sim has captivated both blandsters and normal people alike for years, and will hopefully continue to do so for a while now thanks to this compilation.

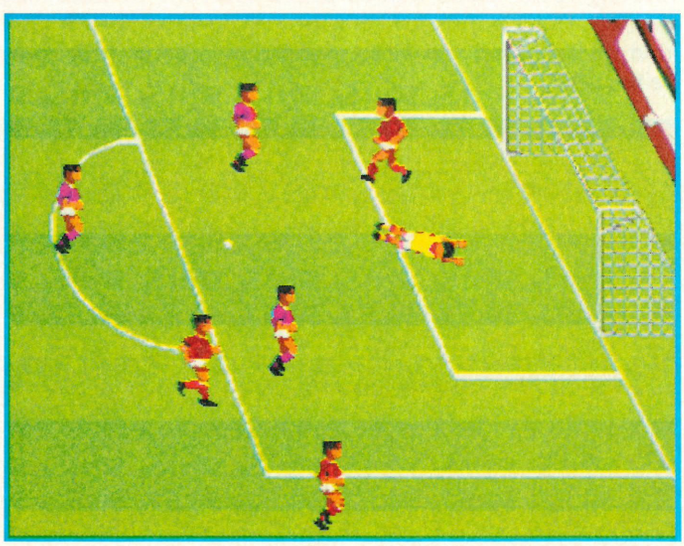
3D World Tennis from Simulmondo is, without wishing to be overly harsh, a travesty. I thought tennis was supposed to be a fast, skillful game full of delightful little touches. Not if this game is to be believed it isn't.

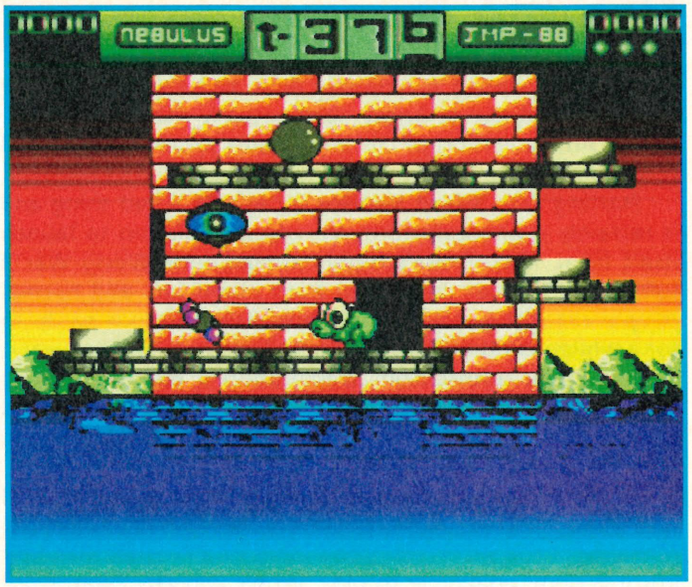
Graeme Souness Soccer Manager isn't actually as bad as it sounds. Ok it hasn't got the depth of Championship Manager or the superficial good looks of a Premier Manager but it is quite enjoyable to play. Won't win any awards but not half bad.

Maya is supposedly a classic arcade strategy game. If this is so, can somebody explain to me why nobody in the office has ever heard of it? I must admit I haven't really played this one; it looks a bit boring and complex and I have neither the time nor the inclination to make the effort required.

World Cricket has come at a bad time because Test Match Cricket arrived the day before and that is infinitely better. Cricket fans are happy with all they can get though and will no doubt spend many a happy hour playing this. The blandsters.

Stormlord is also described as a classic arcade adventure and this time there is at least some reason for this. It isn't bad, and can get quite enjoyable if you get into it, but classic is far too strong a word for my liking.





Volume 7

Special Forces, the follow-up to Airbourne Ranger has to be one of my all-time favourite strategy games. Simulating rapid deployment of elite forces, the game successfully creates more tension and atmosphere than many games I can remember. Definitely worth getting your hands on a copy.

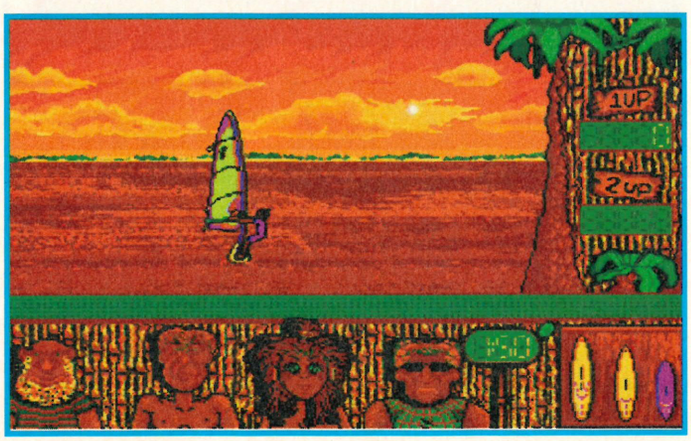
3D World Boxing is, I assume, part of the same series as 3D World Tennis. It's not just the name that gives this away though, the game itself is a tell tale sign, what with it being so bad and all.

Millemiglia – the 1000-mile classic (that's Italian you see) is a very strange game indeed. It's a racing game but instead of bashing around souped-up super cars, this game features legendary sports cars like Aston Martins and Ferraris. You race these along picturesque Italian roads to a suspense-filled finish. A good laugh if nothing else and something a bit different.

Windsurf Willy is possibly the worst game anyone has ever seen. A windsurfing sim. Don't be silly lads.

There's nothing quite like a good macho name to keep gamesplayers happy and **Blade Warrior** fits the bill perfectly. The game itself combines puzzling questy bits with arcade action bits and is played entirely in silhouette, which makes it a bit of a novelty and worth a look if you fancy a change.

Finally on volume seven is **Nebulus**, you know, the rotating tower game that surprised everyone by becoming phenomenally popular. If playing a frog type hero is your kind of thing and you like a good puzzle game, this could be the one.



Volume 8

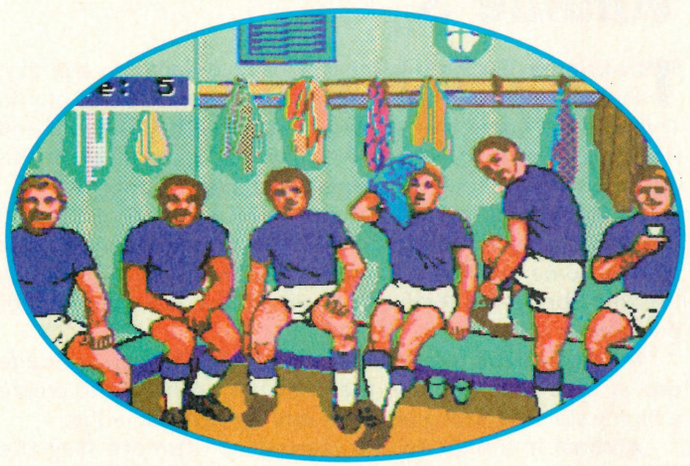
The latest volume to date starts off with Sid Meier's **Railroad Tycoon**. Going along the lines of Sim City and er... other games like it, this is excellent. You'd never imagine building up a successful railroad could be so much fun. Load it up and you're off.

International Tennis from Zeppelin has always been considered the best tennis game on the Amiga by us and nothing better has arrived to change that. Actually this is a blessing because our original copy stopped working and we can play it again now.

World Cup Football Manager will be a legend to anyone who owned either a Spectrum, Amstrad or C64. Kevin Tom's Football Manager was the first ever game that never ended and everyone loved it. The World Cup Edition is poor to tell you the truth but will be good for fans of the original game.

Targhan is another game I have never heard of but is an adventure/action game featuring over 120 landscapes and 40 different characters to interact with.

My own personal favourite has be **Big Game Fishing** though. Have a go at the one thing Jack Charlton is actually



successful at, in the comfort of your own home. A truly relaxing experience to be enjoyed by all.

Finally **Netherworld**, which would be far more at home in a PD library than nestling on the shelf alongside the likes of Railroad Tycoon and F-19 Stealth Fighter. Collect the diamonds, avoid the aliens and escape from each level. Exciting stuff I'm sure you'll agree.

Reviewed by
Steve

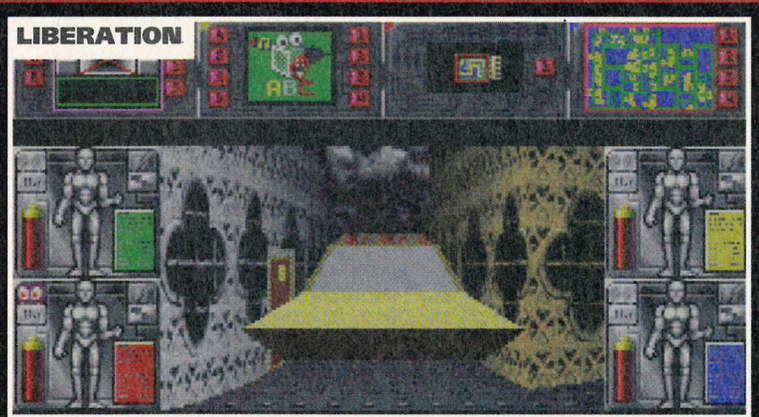
SCORE 77%

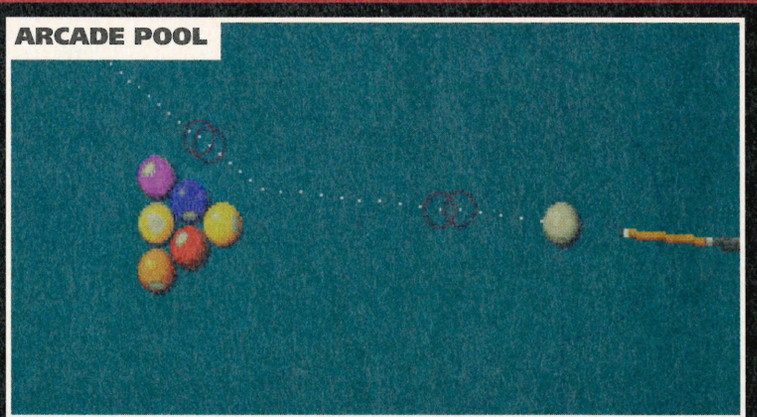
Charts

CHARTS COMPILED BY GALLUP

Budget

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	ARCADE POOL	TEAM 17	£9.99	SPORTS SIM
2	3	SIM CITY CLASSIC	HIT SQUAD	£14.99	STRATEGY
3	✪	BATMAN RETURNS	GAMETEK	£14.99	BEAT'EM-UP
4	10	EYE OF THE BEHOLDER 2	KIXX XL	£16.99	ADVENTURE
5	2	JIMMY WHITE'S SNOOKER	HIT SQUAD	£14.99	SPORTS SIM
6	4	BATTLE OF BRITAIN	KIXX XL	£14.99	FLIGHT SIM
7	8	EYE OF THE BEHOLDER	KIXX XL	£16.99	RPG
8	✪	RORKE'S DRIFT	TACTIX	£14.99	STRATEGY
9	✪	BODY BLOWS	TEAM 17	£10.99	BEAT'EM-UP
10	5	MONKEY ISLAND	KIXX XL	£14.99	ADVENTURE





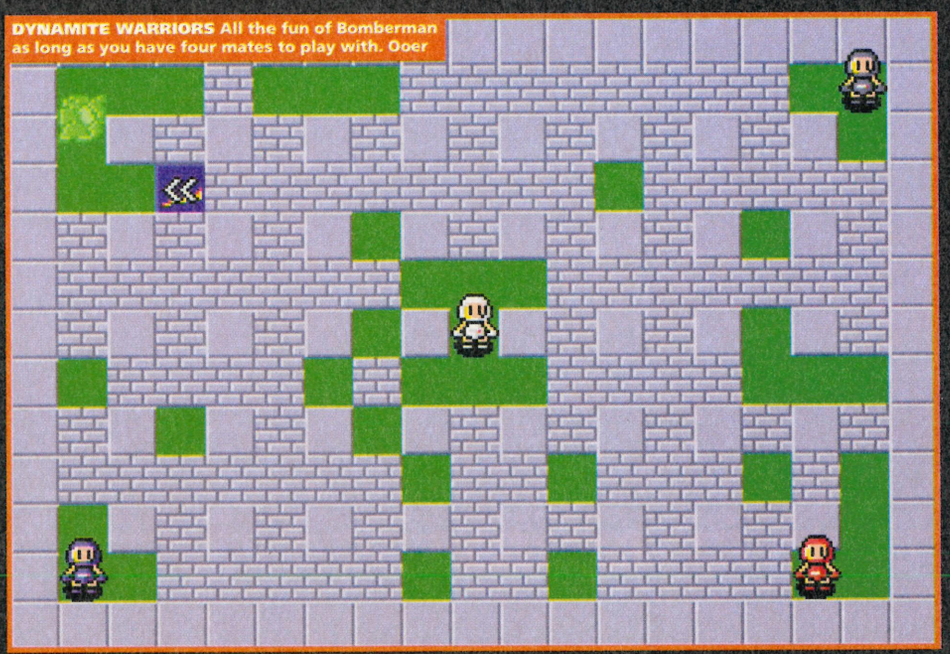
CD32

1	3	LIBERATION	MINDSCAPE	£39.99	ARCADE STRAT
2	✪	FIREFORCE	ICE	£29.99	SHOOT'EM-UP
3	1	GUNSHIP 2000	MICROPROSE	£29.99	FLIGHT SIM
4	✪	IMPOSSIBLE MISSION	MICROPROSE	£34.99	PLATFORM
5	✪	HEIMDALL 2	CORE DESIGN	£24.99	ADVENTURE
6	✪	MORPH	MILLENNIUM	£29.99	PUZZLE
7	✪	GLOBAL EFFECT	MILLENNIUM	£29.99	STRATEGY
8	✪	SENSIBLE SOCCER 92/93	RENEGADE	£29.99	SPORTS SIM
9	★	ALIEN BREED SPECIAL/QWAK	TEAM 17	£29.99	COMPILATION
10	★	ZOOL	GREMLIN	£24.99	PLATFORM

★ = RE-ENTRY ✪ = NEW ENTRY

PD

Fresh and revitalised by his holiday experience, N



DYNAMITE WARRIORS All the fun of Bomberman as long as you have four mates to play with. Ooer

Dynamite Warriors

PD SOFT *Disk No. Ass168*

Featuring as part of yet another Assassins compilation, Dynamite Warriors is a PD version of the classic Bomber Man.

The game takes place in a maze environment, with each player having to blast their way around by strategically placing cartoon-style bombs at various points of the screen. Five players take part in a battle to see just which helmeted warrior can survive the fiery bomb blasts from themselves and the other competitors the longest.

Extremely simple but fascinatingly addictive, Dynamite Warriors will have you cheering when you win and beating your mates up when you lose.

Blackdawn Special Edition '94

PATHFINDER PD *Disk No. PG250*

Now I'm not entirely sure whether the original edition of this game has ever been featured in these pages, but I know for a fact that I have no knowledge of it. I can only judge this Special Edition on its own merits, so forgive me if I write anything particularly uninformed and embarrassing (like you do every month – Paul).

Blackdawn is a 3D monster maze clone similar to the less impressive Alien Space which was given the once over in Issue 59.

The graphics are nothing short of exceptional for a PD game; aliens can be blasted or knifed; and a useful map can be called upon to guide you through each maze to the mission's end. Games such as this don't usually come off unless they are professionally programmed by a large software, but Blackdawn (Special edition) doesn't suffer much in this respect. In fact it is what could be described as an essential PD purchase.

BLACKDAWN Steve makes yet another appearance in a computer game

Dogfight

MARK JACKSON

The simplest games are always the best as we all know, and they don't come much simpler than Dogfight.

Two extremely small bi-planes are launched into the sky, and then it's basically a case of flying around in acrobatic fashion in the hope that you can draw a bead on the enemy-controlled fighter. One or two players can compete, and if you are playing against a computer opponent the skill level can be altered to suit your taste. It looks simple and takes about five seconds to learn how to play, but from then on you'll be hooked.

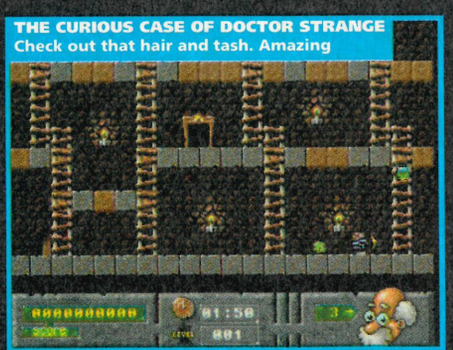
DOGFIGHT The planes are in there somewhere... believe me

The Unusual Case of Doctor Strange

17 BIT *Disk No. 3151*

The Doctor definitely takes the prize for this month's most strangely titled game, so it comes as a bit of a disappointment to learn that it is just another in the long line of 'dig a hole, watch the baddy fall into it and then knock him on the head with your pick axe' platformers.

This is a little unfair though, as after



THE CURIOUS CASE OF DOCTOR STRANGE Check out that hair and tash. Amazing

Public Domain

eil returns to do what he likes best... the PD pages!

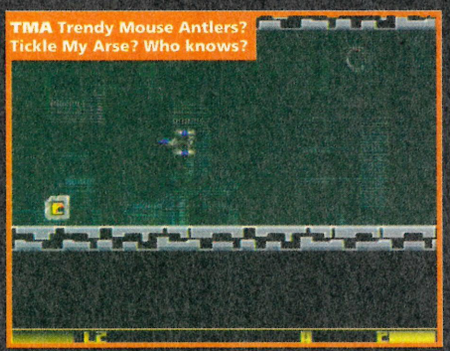
you get over this initial downer you begin to appreciate the smoothness of control and the superb cartoon-style graphics. The Doctor himself is particularly fetching as he travels round in a Tardis-type machine decked out in his white lab coat and wild scientist's hair.

TMA

17 BIT *Disk No. 3146*

In the documentation file which accompanies TMA, the programmer constantly mentions his undying love and respect for the much missed Ultimate Play The Game offerings of yesteryear. It comes as no surprise then to learn that TMA (I've no idea what it stands for and spent at least ooh... 30 seconds trying to find out) is a sort of space age Sabrewulf.

It consists of an alien-filled maze that must be negotiated by your intrepid spaceship, but things are made more difficult by the inclusion of different coloured forcefields which can only be bypassed if you manage to pick up the correct coloured key. It doesn't hurt your brain and it's worth a look if you've got the money to spare.



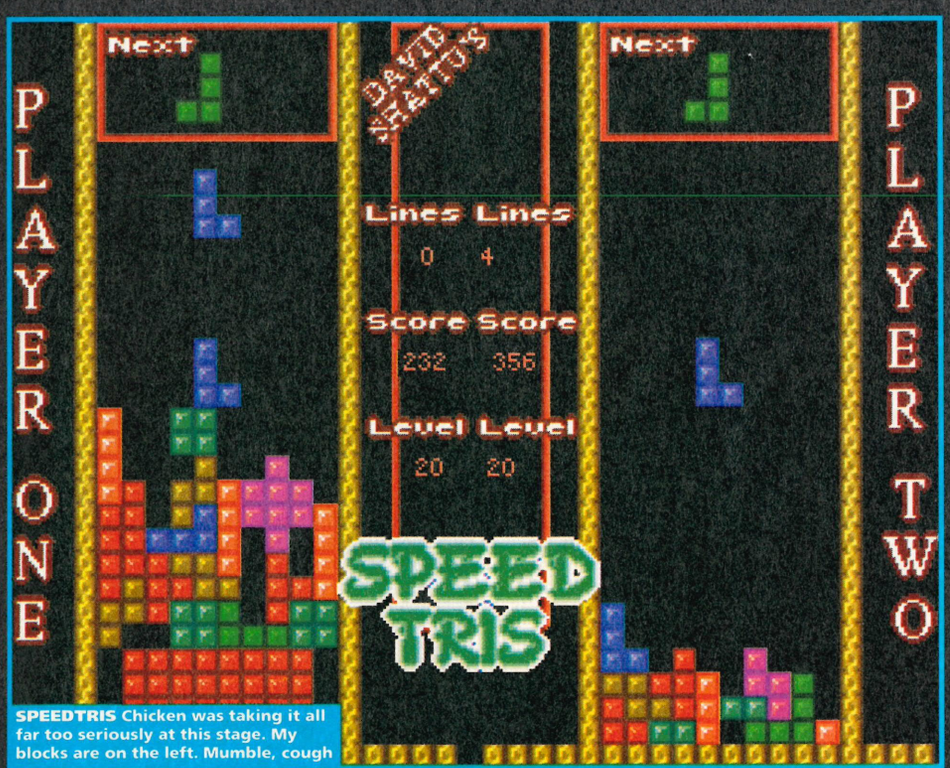
TMA Trendy Mouse Antlers? Tickle My Arse? Who knows?

Speedtris

DAVID SHATTU

Yes you guessed it, yet another Tetris clone. It takes a mighty fine example of the genre to get a mention these days, so rest assured that Speedtris is something special. It's a two-player race against time to see who can amass most points in simultaneous games of the classic puzzler.

I've just had a game against Chicken, and although he beat me soundly, I managed to gain some respectability by repeatedly poking him in the ribs to keep his score down.



SPEEDTRIS Chicken was taking it all far too seriously at this stage. My blocks are on the left. Mumble, cough

OBLITERATIVES so the world's a cabbage then is it? Hmmmm

Obliteratives

F1 LICENCEWARE *Disk No. F1012*

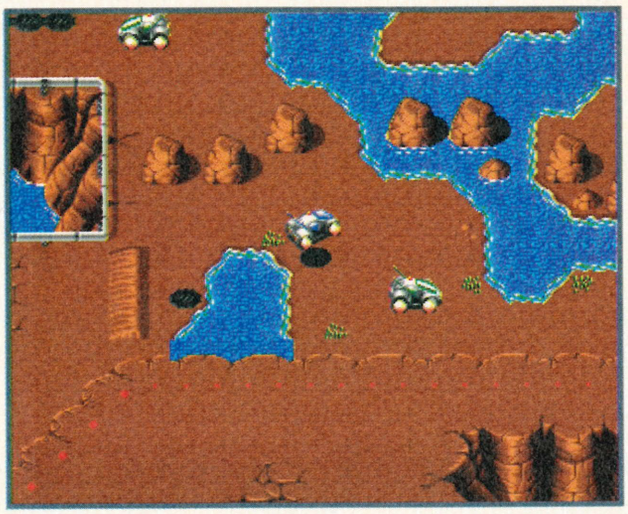
And finally folks, a tale of madness. The game scenario of Obliteratives revolves around a mad scientist and his crackpot ways, but the only madman who springs to mind is the programmer himself.

A bit harsh you might think, but anybody who claims, and I quote, that 'The World is a Cabbage' on one of his game's intro screens is in serious need of a visit from the men in white coats as far as I am concerned.

The game itself sees you attempting to rid the world of pollution by deploying various amphibious vehicles at environmental troublespots around the world. Destroying smoke-belching factories is the main aim, whilst remembering all the time to avoid the crosshairs of the mad professor's lethal defence weaponry. It is in essence a game with an environmental message, but there is more than enough gameplay behind the propaganda to please just about everybody. Mind you if a Sting sprite had been included along with that funny bloke who wears the plate in his bottom lip, I'm sure it would be a different story.

Contacts

17 Bit Software: 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH
Tel: 0924 366982
Mark Jackson, 41 Salterton Road, Exmouth, Devon, EX8 2ED
PD-Soft: 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD
Tel: 0702 466933
Pathfinder PD: 41 Marion Street, Bingley, West Yorkshire, BD16 4NQ
David Shattu, 124 Staveley Gardens, Chiswick, London, W4 2SF
F1 Licenceware, 31 Wellington Rd., Exeter, Devon, EX2 9DU



Only one type of vehicle exists at the moment, and even that needs animating, but already the tracks are shaping up, and should prove to be a real challenge

On The Ri

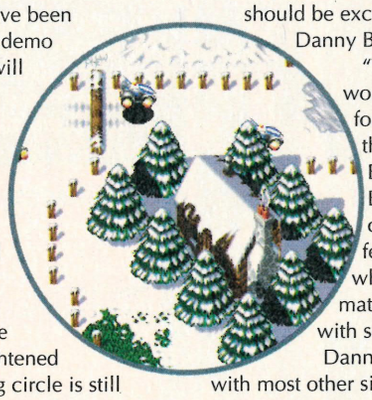
part 2

Team 17 are doing another racing game. It's called ATR because you Race cars on All kinds of Terrain. Er, hang on a sec – that's RAT. Well you get the picture, and it needs saying also that it's going to be good; ask anyone. Alternatively, read on and find out for yourself

BY PAUL ROUNDELL

Last month in our all singing, all dancing exclusive work in progress extravaganza, we were privy to the musings of programmer Jamie Woodhouse, one half of the hopefully soon-to-be-legendary ATR development team, and learned of a few of the things to come. Since then, we've been treated to a very early playable demo and, call me premature if you will (wahey!), but even at this very rough stage it's looking good.

"Obviously there's a lot to add in yet," ventured worried Teamer Media Manager Alan (ex of this very magazine) Bunker as I apparently screwed up my face in concentration. "The power-ups and such like aren't in at the moment, and the control of the cars has to be tightened up. You can see that the turning circle is still really wide."

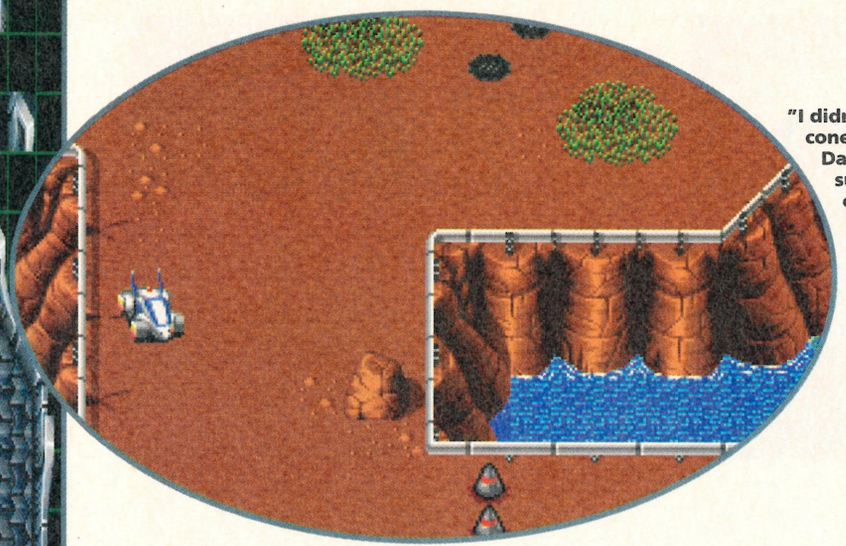


It was wide – impossibly so at some points of the one and only playable track – but even so, more than a smell of the famous Team 17 gameplay was there already, and seemed actually enhanced by the fact that I was forced to use the keys, an option which, happily, will be left in.

Graphically it's shaping up too. The cars aren't animated yet, but the working one is certainly detailed, and the tracks, on completion, should be excellent as well. The graphics are Danny Burke's job...

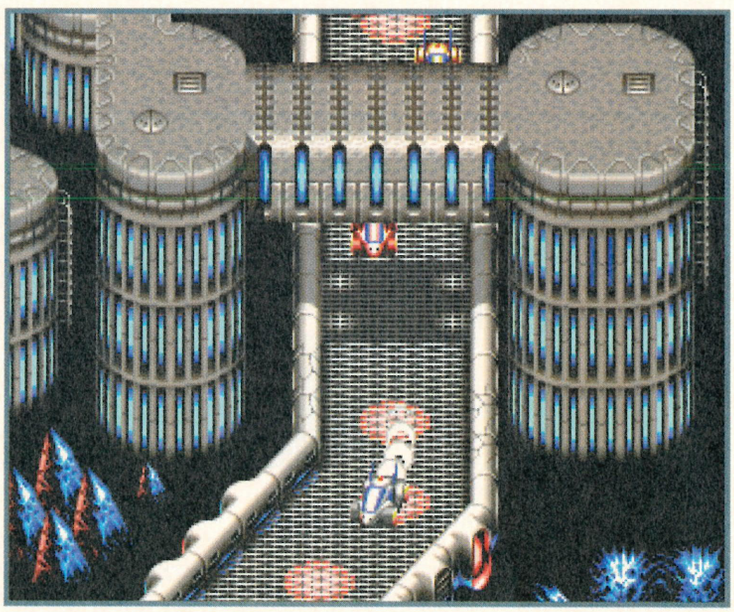
"This is the fourth game I've worked on and it's a real change for me, because the previous three were Body Blows, Body Blows Galactic and Ultimate Body Blows. I enjoyed working on all of them, but you do get fed up drawing muscles after a while." Tell me about it Danny mate, I have the same problem with self portraits – no, I do.

Danny seems less than impressed with most other similar racing games on the Amiga (quite vehemently in fact, in a way that makes it difficult to quote without courting a lawsuit!), and claims that some of his inspiration for ATR comes from 8-bitter Techno Cop! "A



"I didn't draw the cones!" exclaims Danny. "Make sure you tell everyone that." Consider it done mate. Don't know what you're bothered about...

ght Track



In space no-one can hear, er, your car's engine. When completed , Jamie will have six cars running on screen at a time, with no slow down

project such as that, where you leave the car, would have taken twice as long to develop though," he says, and besides, seems very happy with what he's doing now.

"I do have a Neo Geo though. The graphics on this are amazing and I look to these for ideas quite a lot. It has a huge amount of beat 'em-ups, which were obviously good fodder when I was working on the Body Blows trilogy, but it's just generally good for anything."

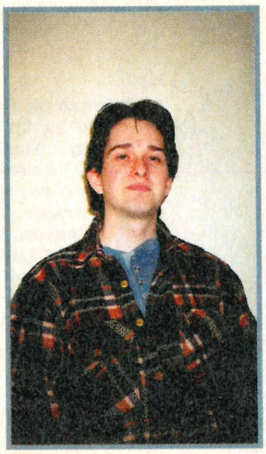
So, Neo Geo then... aren't the games for this about a ton a chuck? "Two hundred, more like!" Check out your wage policy Team 17 – this guy gets paid too much!

Graphically it's difficult to tell where Danny's admirations lie, though it seems he prefers smooth, well drawn lines rather than large and chunky sprites.

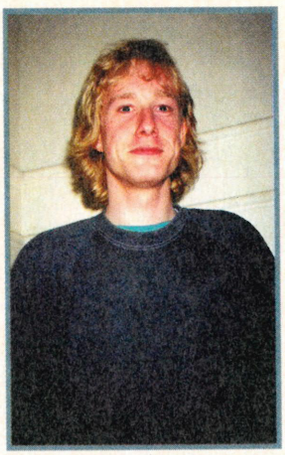
At the moment Danny and Team 17 are debating the merits of a rally mode of sorts: "You know, where you play the game like Outrun with the checkpoints marked off on a map at the end of each race. We don't know how big the map would be though, but it would make for a really good two-player game, and you could check your times and things like that."

As far as the number of tracks is concerned, Danny either doesn't know or isn't telling, but he is happy to confirm that there will be "a lot", which we take to mean at least a couple of dozen, if not more.

"There will be three kinds of vehicle, and what we're aiming for at the moment is to have a sort of medium car, a four-wheel drive, and a futuristic car. A buggy seems the obvious choice for a medium car – it would handle reasonably well and go reasonably fast, whereas the handling on the 4WD will be excellent – especially on the bumpier and snowy tracks – at the expense of some speed. The future car will be



Graphicsmeister Danny Burke wants to amaze A5/600 owners with his work...

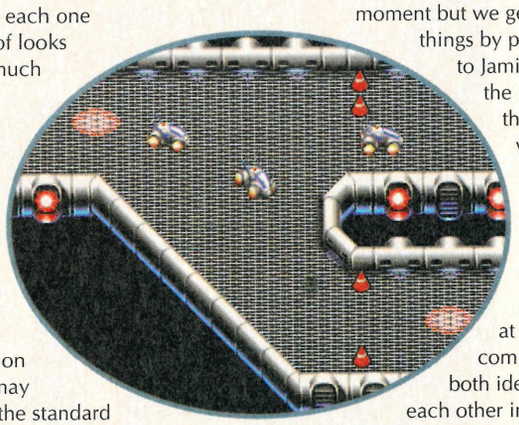


... and program wallah Jamie Woodhouse believes between them they can rule the racing roost. Most likely

'I want it to be so good that there's no need for a sequel.'

the fastest, but will have handling difficulties in certain situations. Three seems like a sensible number. You can make each one different both in terms of looks and performance, but much above this and the only difference will be the way the vehicles look. As much interaction as possible is what I'd like to see."

Which is precisely what Jamie said last month. Hey, teamwork eh?



Enhanced versions on the A1200 and CD32 may follow, but first comes the standard one-meg version, and both Jamie and Danny are determined to push the Amiga as far as they can.

"Basically we want people to see the game and say 'Wow, this is the A500,'" says Danny. "We want them to realise that we've done something pretty special.

"An A1200 would have AGA graphics, and there's been some talk about including parallax. We're not too sure about a CD32 version at the moment for obvious reasons..."

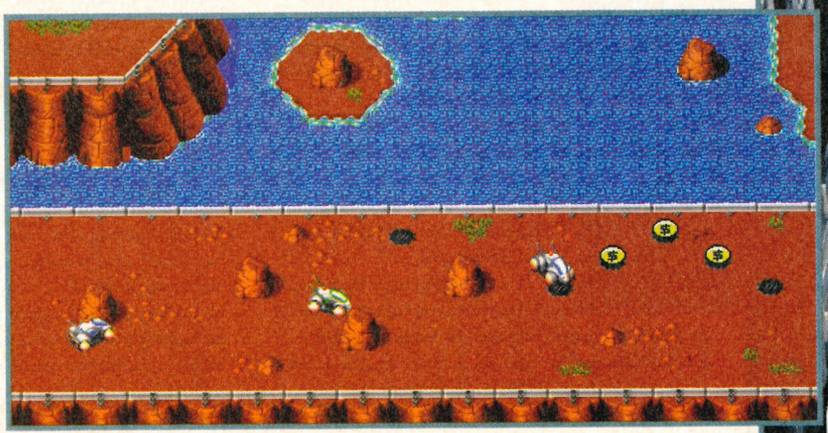
Danny isn't worried about working "alongside" someone who lives 200 miles away (he lives in London, Jamie is a Yorkshireman): "It's a case of ringing each other up whenever we have a question, that kind of thing. Things tend to run pretty smoothly."

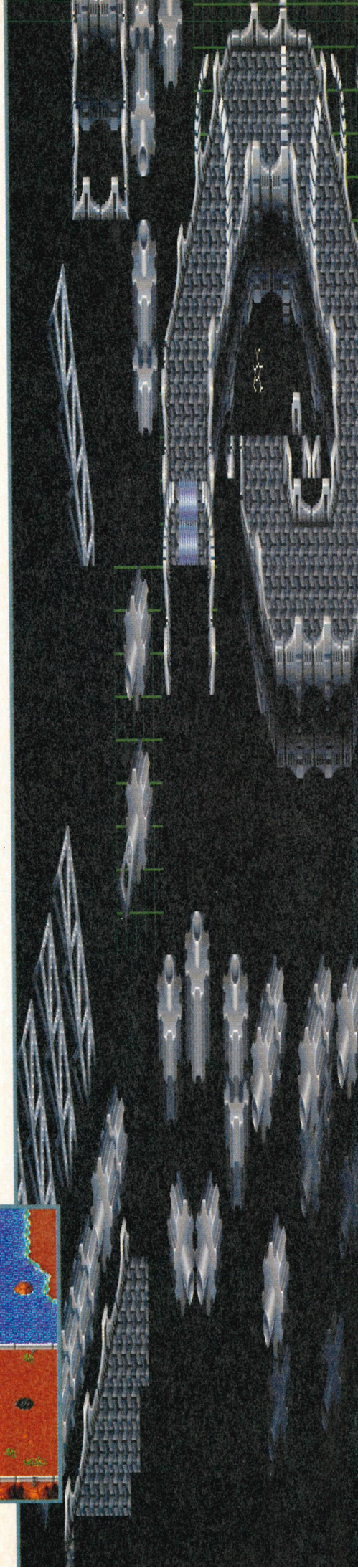
And presumably they meet up every week at Team 17 HQ?

"Ooh no, we never bother. We don't need to. We don't even have a modem link at the moment but we get on fine just sending things by post. I'll send something to Jamie one day, ring him the next to see what he thinks, he'll come up with an idea maybe, do something with the graphics, send them back to me..." thank you Danny, we get the picture.

"The main problem at the moment isn't communication. We're both ideas people, and help each other in that respect. The problem is what we can and can't do with the Amiga.

"At the moment it's the interaction; we want to make it feel as if you're actually on the track. We keep coming up with new ideas all the time. Personally, I want it to be so good that there's no need for a sequel. I don't want to look back at the game and realise what we could have put in. Jamie and I are chalk and cheese, but we're alike in terms of what we want for ATR. We simply want everything possible in this game." **A**





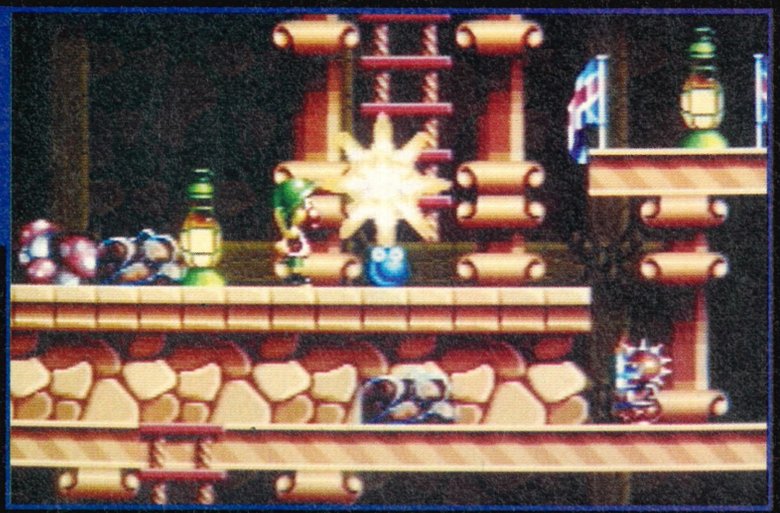
Blue Print

Wet your lips with anticipation and jealousy for on the following pages are the games we've seen and you haven't! Yep, it's time for the world famous Blue Prints. If it's coming out in the near future then it's always worth knowing about and this is the section where you'll hear about forthcoming releases first

Putty Squad

System 3's stretchy superhero, Super Putty returns for his most dangerous Amiga venture to date. Steve sets his sights on rescuing plasticine prisoners of war during this first look at a potential platform classic

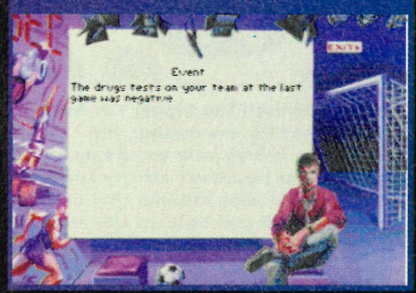
p68

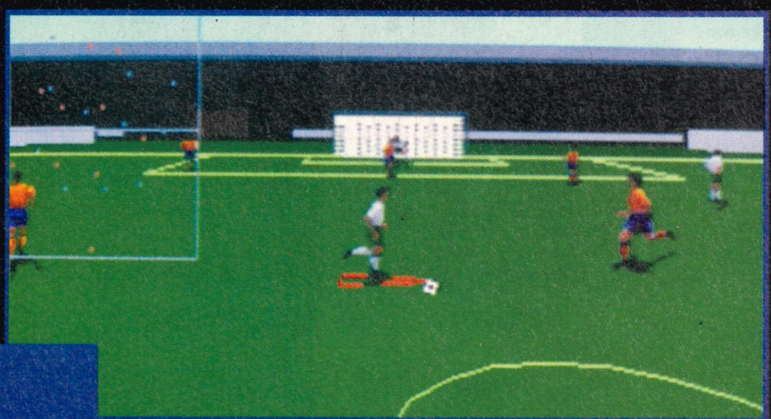


On the Ball

Daze Marketing present the latest offering from Germany's Ascon software (of Patrician fame). This time it's football and you're the man in charge of affairs. Take a look

p72

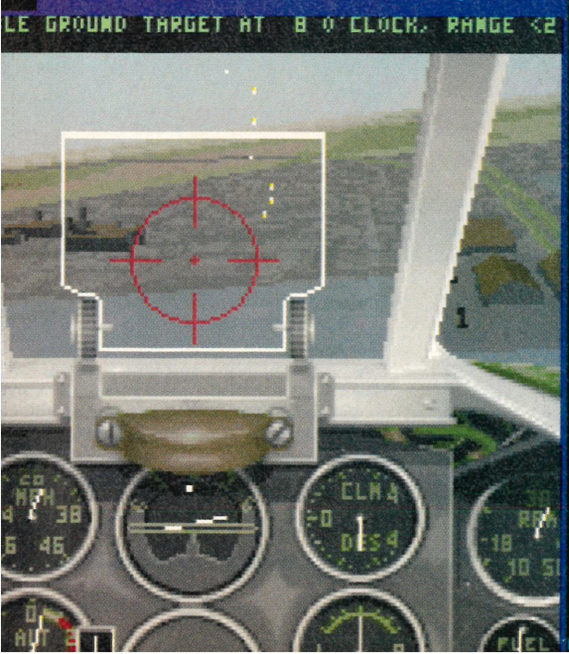




Overlord

What with all the relatively recent D-Day celebrations there has been no shortage of World War II games. Now Rowan Software (Reach for the Skies) and Virgin step in as well...

p71



Planet Football

With no sign of the spate of footy titles dying down, Infogrammes further the international flavour of this month's Blue Prints with their new ball-booting epic

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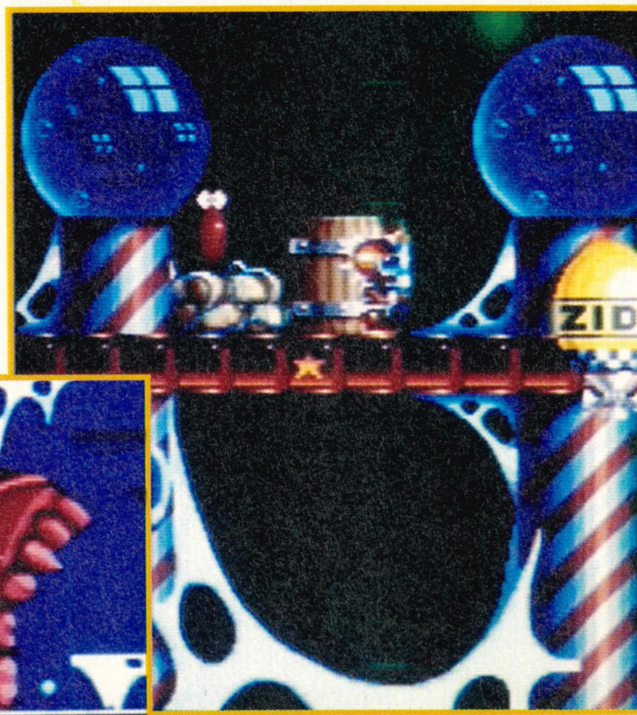
Plus Megarace

Contacts

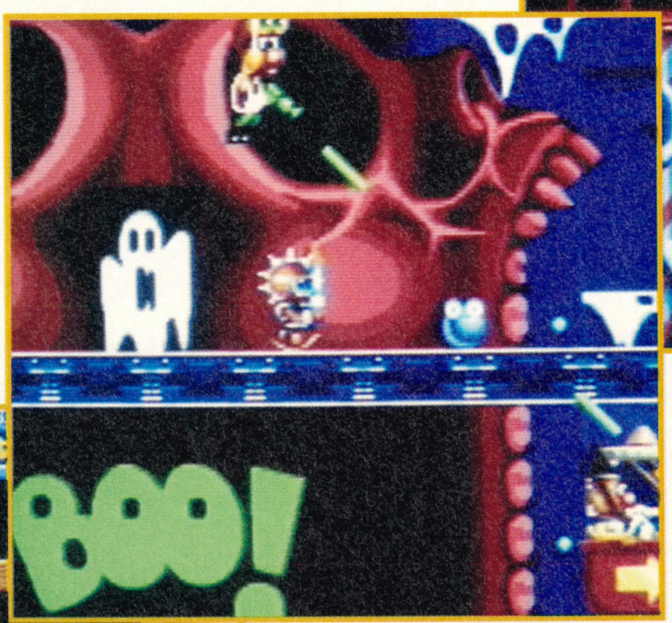
GREMLIN: 0742 753423
OCEAN: 061 832 6633
MIRAGE: 0260 299909
IMPRESSIONS: 071 351 2133
TEAM 17: 0924 385903
ELECTRONIC ARTS: 0753 549442

Putty Squad

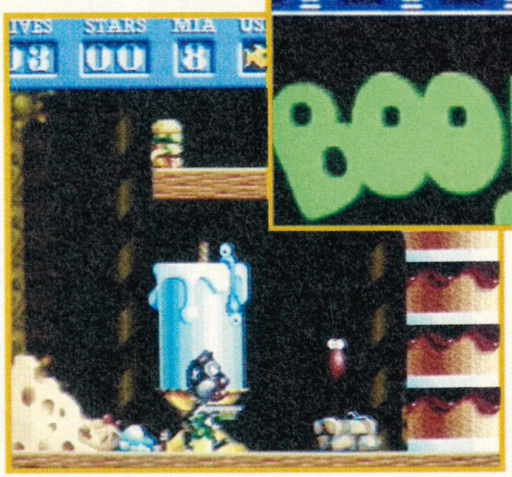
Take a bizarre character. Now attach an equally bizarre storyline which allows the main sprite to morph into various shapes. Sounds like Putty? Yep, but this time it's Putty Squad. The all-new singing and dancing plasticine platform game from System 3. It's a bit of a 1200 feast but most of the same lovable aspects of the original are there and will be crammed tightly onto three whole disks. So get ready to stretch, bounce and inflate to your heart's content as we take our first look.



As we've mentioned Putty Squad will arrive on three disks (we'll be reviewing the full version in next month's Amiga Action) and as you can see, the programmers have done a terrific job with the graphics. Colourful, cute and varied. What more could you possibly want from the backgrounds of a platform game?

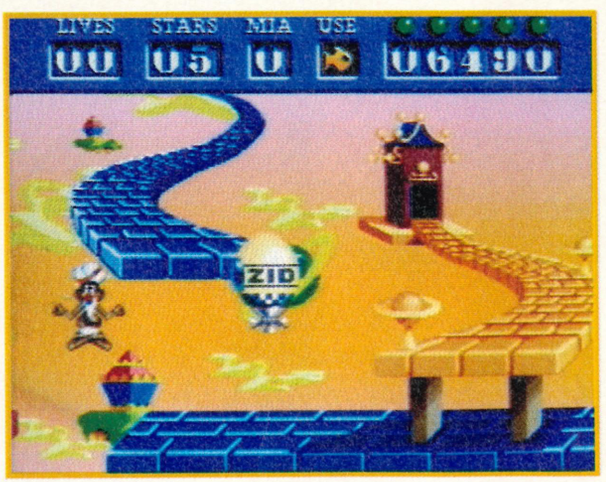


Remember Dweezil The Ginger Cat from the first game? No, me neither, but apparently he is now your ex-enemy, which I assume means he wasn't strictly speaking on your side last time around. This time though he is well and truly an ally and will help you by providing a large supply of time bombs to open sealed crates or destroy large enemies.



There is a heavy puzzle element incorporated into Putty Squad, much as there was in the original, lifting it out of the category of the usual platform games that we know and love. Fans of the Putty will find more than enough new features to make it a worthwhile purchase, while people who didn't own the first game should look at their reasons why not before making a decision.

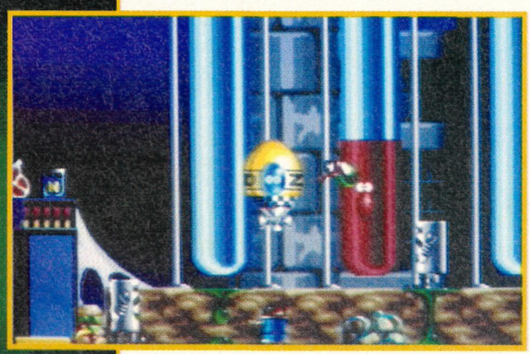
You are Super Putty and your job is a sensitive one. Years ago, the Putty nation was invaded and a great war ensued for many months. Now, the UN has received blurred photographs showing Putty prisoners of war captured and in enemy hands. Obviously this can't be allowed to continue so the upshot of it all is that old SP has to parachute down behind enemy lines and rescue everybody.



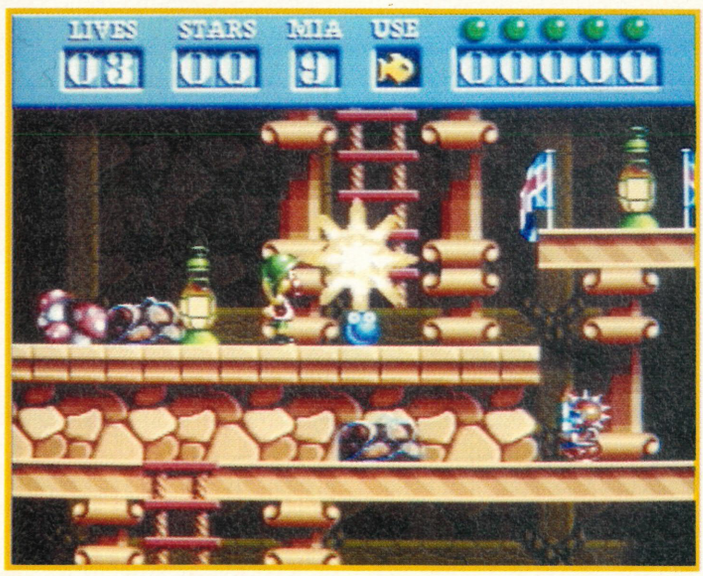
Project	Putty Squad
Publisher	System 3
Team	In house
Release	September
Inspected by	Steve

The enemies, who have all been trained b the evil wizard Scatterflash are, it has t be said, quite ridiculous. Things such a security chickens and frogs, along wit Terminator carrots, maggots and robo make up the motley crew that will b hurled in your direction constantly in a evil attempt to drain off some of you precious energ

One large enemy is known as Napalm. He is heavily armoured and only a major explosion from one of the aforementioned time bombs will get rid of him. You can however steal rations from Napalm's backpack by hitting him twice from behind. Make sure you make good use of these items as you can only hit Napalm once each level.



The original game saw you battling the forces of evil led by the wizard Scatterflash. Obviously you defeated him or else Putty wouldn't be back to fight another day. Bit of a filler caption this in hindsight.



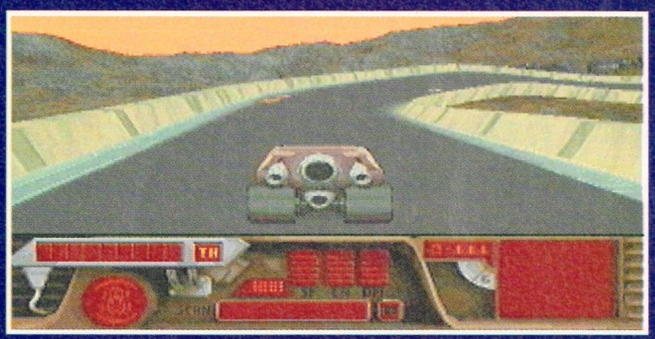
The graphics have been completely revamped and improved along with the gameplay to ensnare the player and guarantee big sales. In this case we've seen more than just screenshots and have actually played a demo version of the game, and as platformers/puzzlers go, this one is very impressive indeed, being both fun to play and challenging at the same time.

Megarace

MegaRace is a CD32-only racing game from those masters of of the platform game Mindscape, featuring some simply amazing graphics and one of the best (and longest) intro sequences we've ever seen.

With some French bloke as the presenter of a futuristic game show in the mould of The Running Man, the game will see the player hurtling around various tracks in his car trying to be as spectacular as possible in order to gain a bigger audience. The more thrilling the race is to watch the more people will tune in and the better the reward will be for the driver.

MegaRace looks as though it will push the CD machine to its limits both technically and in terms of storage and that is something that hasn't happened too often so far. The game looks amazing so far and if you can ever judge a book by it's cover then this should be good.



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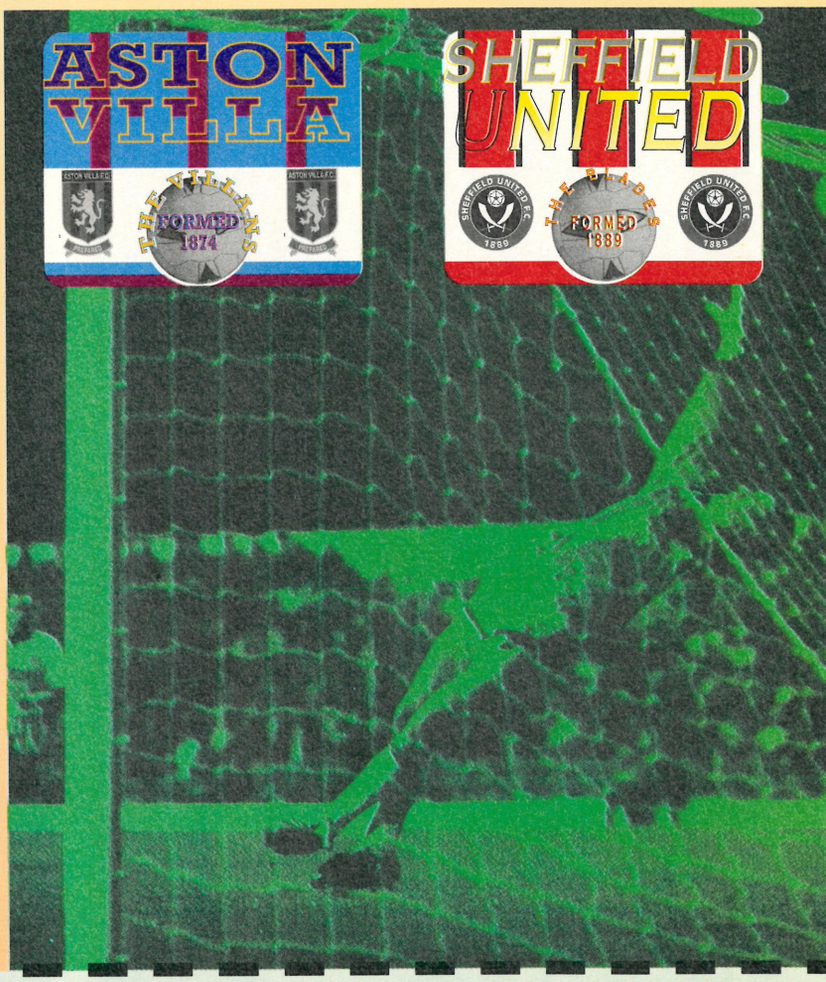

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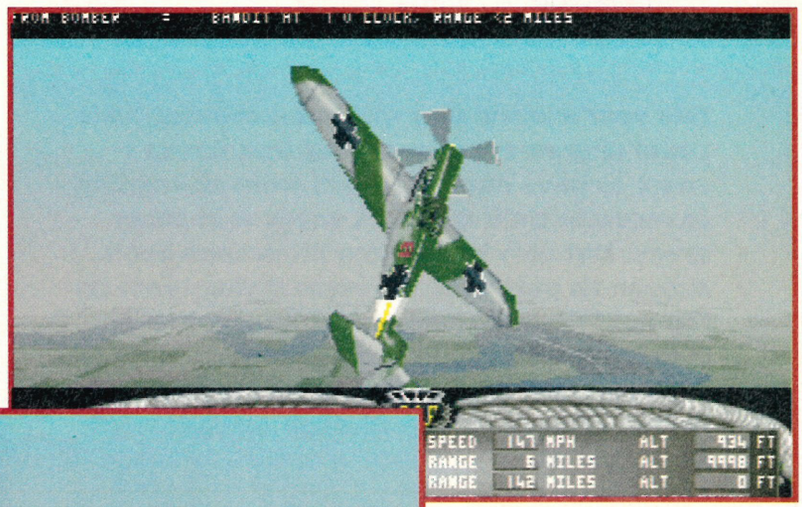
Overlord

Programmed by Rowan Software, the team that brought you Reach For The Skies, Overlord puts you in charge of the AEAF (Allied Expeditionary Air Force) as they struggle for aerial supremacy over Europe in the lead up to D-Day.

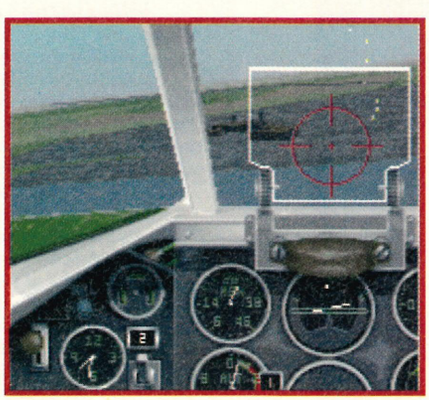
It may have happened 50 years ago, but D-Day refuses to be forgotten by the vast majority of people in the country. Celebrations in Normandy featuring the multi-talented Vera Lynn, Kate Adie speaking in patronising tones as never ending fly-pasts took over our news bulletins, and even the far too serious Sue Lawley presenting black and white footage of the war as though it was happening today have recently served to remind us of our country's turbulent past. The computer industry has not been slow to cash in as usual, and fresh on the heels of Impression's D-Day comes Virgin's Overlord, a flight sim based on the same scenario.



An astonishing amount of research has gone into the project, the aim being to make Overlord as realistic as possible. The airfields, radar sites and other targets in the game are based on actual aerial photographs taken from reconn missions during the period, and piloting manoeuvres which were popular at the time have been painstakingly reproduced.

Sound will play an important part in Overlord, and Rowan Software are particularly pleased with the start-up sounds they have created for each aircraft type. The specially commissioned music score will also help create the atmosphere of the time, and will feature the opening to Beethoven's 5th symphony which has become synonymous with the D-Day landing, and was used in the 1960's film "The Longest Day". (Bland? Us?).

Rowan Software are proud of their tradition of producing pre-jet flight sims, and feel that the days of the propellor driven plane are by far the most conducive to producing a ealistic flight sim. Managing Director Rod Hyde explains: "The aircraft can stay in combat with each other for longer and many planes are in view at the same time making the combat more exciting as a result."

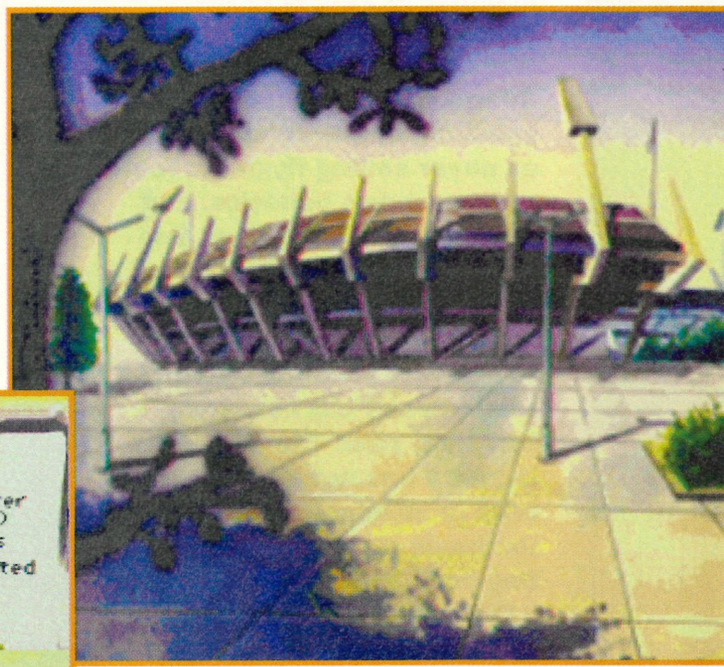


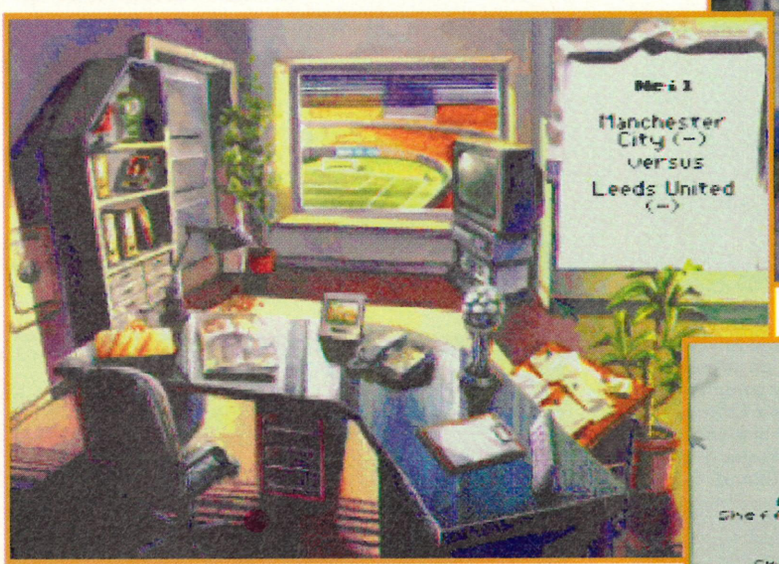
Overlord's most innovative feature will be something known as an 'inside lock' or 'padlock' view. This has been designed to produce an effect which is equivalent to a real fighter pilot being able to move his head to keep a possible target in view.

Project	Overlord
Publisher	Virgin
Team	Rowan Software
Release	Summer '94
Inspected by	Neil

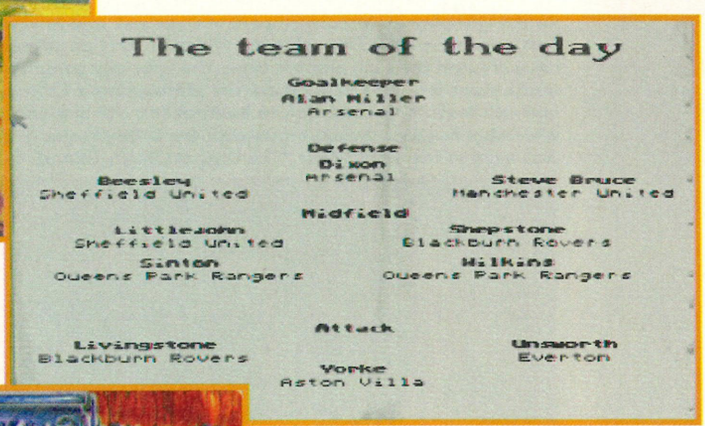
On The B

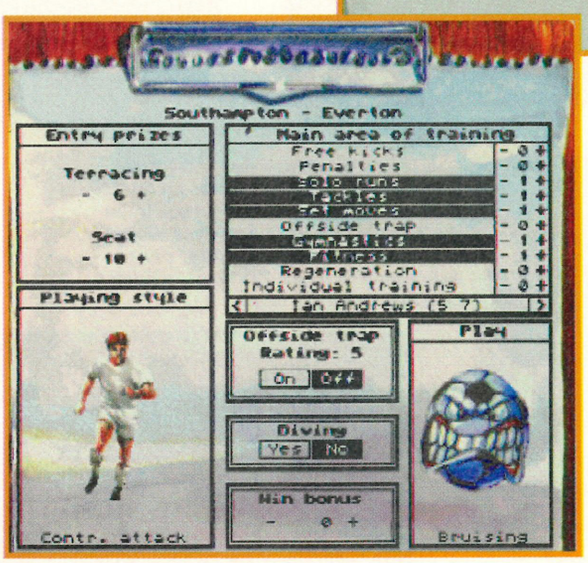
this year's World Cup without achieving their usual degree of success, but that doesn't seem to have deterred them from attempting to emulate their frequent success in other areas. Not only has Jurgen Klinsmann been chosen as part of the German diving team for the next Olympic games, but Ascon, the German development team responsible for the Patrician, are determined to tackle that most British of animals, the football management sim, head on.





The manager's office/menu screen is a vital component of any football management game, and seldom do they come more aesthetically pleasing than this. On The Ball is much more than a pretty face though, and all the usual options and features are included as well as a few more besides.

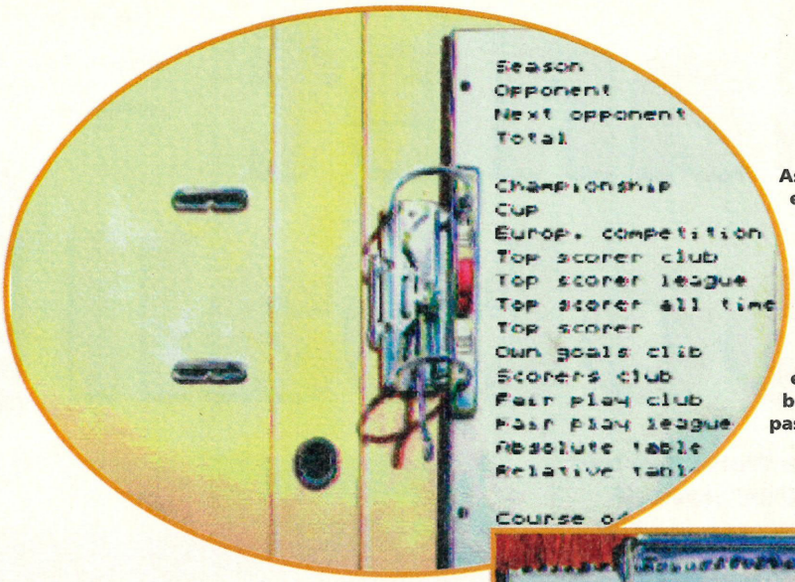




The tactics screen will allow you to train the players according to your whims, and you can also determine how they will approach the game. As you can see, Southampton are going to give Everton a bit of a kicking thanks to the Bruising Play option, but at least they aren't going to be diving all over the place feigning injury.

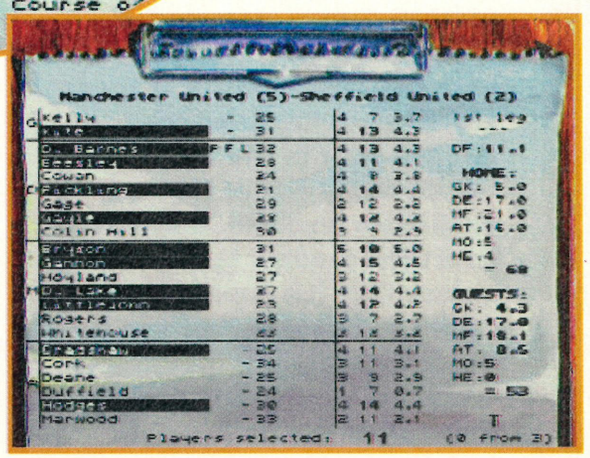
It may not be the most exciting of screenshots, but little touches like this make On The Ball that little bit different from what has gone before. It's always nice to see your good work appreciated, and when your hard working players are rewarded in such a way it seems to make it all worthwhile. An added bonus is the outrage you feel when your star player doesn't make it into the team of the day, and is rated worse than some donkey from Wimbledon. This is such a simple feature that I can't believe it hasn't been thought of before. Okay, so there were the Player of the Month awards in Championship Manager, but they're a bit different aren't they? Aren't they? Is anyone out there reading this? Help!

all

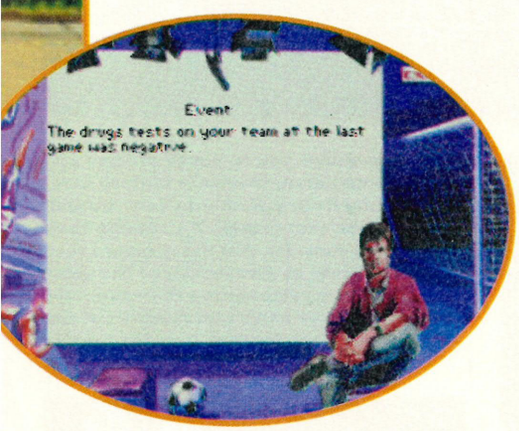


As might have been expected, a wealth of statistical information is available at the touch of a mouse button. There is league tables, information on scorers and disciplinary points, and the computer will even work out who your bogey team is, based upon past results.

On The Ball has been programmed by a team of dedicated football fans, but there is a lot more to the game than reams and reams of statistics. Presentation plays an extremely large part in the proceedings and, let's face it, any team would give their right arm to play in a stadium like this. Obviously that would affect their balance and they wouldn't win many games, but that's getting away from the point.

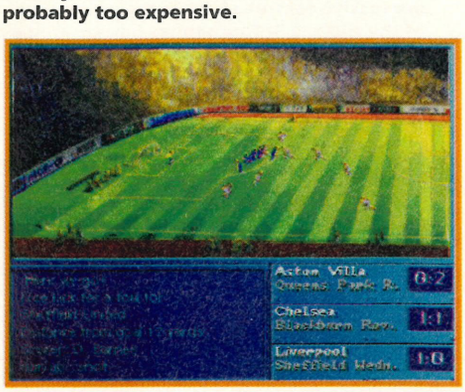


Starting out as the manager of either a Premier League or First Division outfit, you have ten years in which to prove yourself a consummate club professional. The ultimate goal is to be considered good enough by the FA to take over the mantle of National Team Manager. Hopefully you will succeed in your task, but as football supporters will know, most managers aren't fit to organise an evening of alcoholic athletics in a brewery, so the odds are stacked against you from the start. Only patience, skill and more than a little luck will see you through.



The World Cup edition of On The Ball should be in your shops, courtesy of Daze Marketing, about now. The League version of the game (which will be completely updated for the new season and feature both the Premier League and First Division teams) will be out nearer the end of August, so you'll just have to keep your management skills on hold till then.

Up to four players can compete simultaneously, and a careful eye is kept on all the relevant action while the matches are in progress. So, if there is a penalty or a corner or some other incident in one of the games, the cameras will switch venues to bring you footage of the relevant incident. Unfortunately there is no studio anchor man to provide a link into the action at each game, but you can't have everything. The Elton Welsby/Matthew Lorenzo licence was probably too expensive.

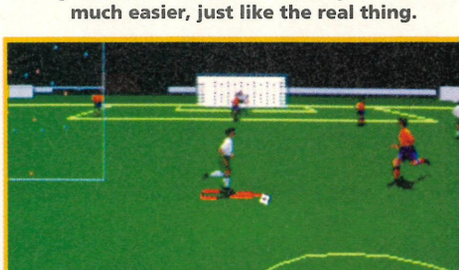


The animated match sequences help to create the atmosphere of a big match and are accompanied by a running commentary which lets you know how things are progressing. The graphics were created by two experienced illustrators recruited from German television and consist of scanned animated watercolours which feature goals, penalties, shots and any other major action which could affect the outcome. Now if Hally can stick this away I'll be sorted.

Project	On The Ball
Publisher	Daze Marketing
Team	Ascon
Release	August
Inspected by	Neil

Planet Football

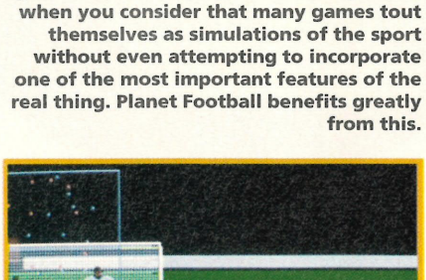
You may be thinking, "that goal looks a bit small." Well don't be fooled, because thanks to some clever programming, as you advance goalward, weaving in and out of lacklustre defenders, the goal looms large in perspective, making that rocket shot into the top corner much easier, just like the real thing.



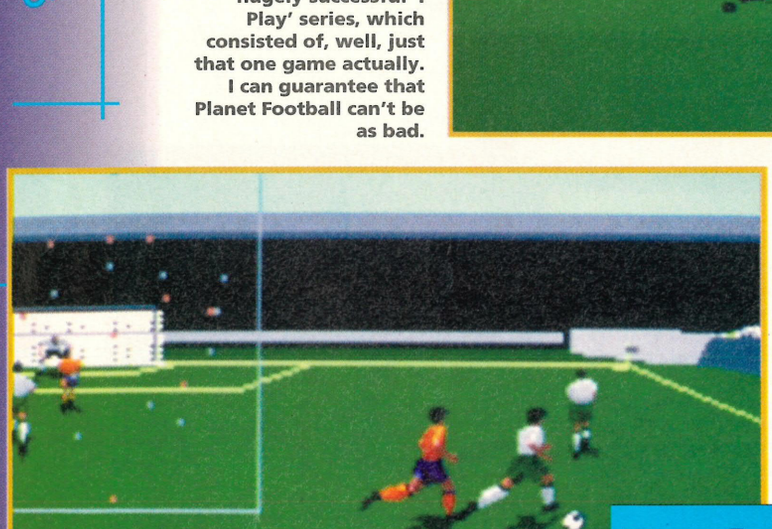
The end of the World Cup has not seen the tidal wave of football games stemmed. If anything the pace seems to have quickened. Many of these games were intended for release prior to the World Cup but, to the credit of the publishers involved, they have held their product back to ensure that the quality is there. After the travesty that was Kick Off 3, footy fans' expectations are undoubtedly high, as are those of Amiga Action...

Planet Football (original name Real World Football USA '94 but changed for obvious reasons) is played from a perspective that has only been tried once before, in an obscure Simulmondo release entitled 'I Play 3D Soccer', a part of the hugely successful 'I Play' series, which consisted of, well, just that one game actually. I can guarantee that Planet Football can't be as bad.

The game allows you to get to the line and put in some telling crosses, a feature sadly missing from just about every football game I have ever played. It's strange that, when you consider that many games tout themselves as simulations of the sport without even attempting to incorporate one of the most important features of the real thing. Planet Football benefits greatly from this.



A vicious shot is unleashed towards the goal and an agile keeper will be necessary to keep that one out. One of the most impressive features here is the animation of the players. Infogrammes have placed a lot of value on making the game as realistic as possible, and top of their list of priorities was making the players move as fluidly as possible.



Each of the teams, when controlled by the computer, will apparently play in the style of their real world counterparts. England would play kick and rush (at least the programmers haven't got a chip on their shoulders – didn't qualify either eh lads), Germany rely on a short passing game and Brazil are highly skilled in ball control. Kick Off 3 made a similarly bold claim – let's hope it's used to better effect here.

Project	Planet Football
Publisher	Infogrammes
Team	Condor Software
Release	September
Inspected by	Steve

P-P-P-Win a 1200

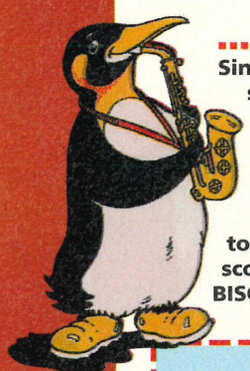
Penguin biscuits have gone mad! The chocolatey treats sponsored James Pond 3 and were so impressed they went and bought an A1200 on which to play the game. But, in a bizarre quirk of fate that sent tremors through the western hemisphere, they're now giving the thing away! To you! Yes you! Woo!

Win this. Only without that monitor thing.

What could be finer than settling down for an evening with a brand new Amiga 1200 and perhaps the finest platform game ever: James Pond 3? Little could compare to the unadulterated pleasure and joy one would derive from such a simple and innocent act. Imagine doing all this with a few delicious chocolate-covered Penguin biscuits though, eh? Bliss on a stick, that's what it would be.

Penguins are rather nice

Well that's hard luck really, because you can't have your cake and eat it, but we can at least go some way towards helping you realise your dream by coming up trumps with the A1200 and James Pond 3 end of the bargain – courtesy of the overly generous Penguin biscuits, of course. Which are delicious, by the way.



... and we'd like some free ones

Since Penguins are the official (and delicious) sponsors of JP3, and since they're giving away TEN GAMES plus the fabulous A1200, we though we'd have some questions on something relevant for a change.

So answer the questions, fill in the coupon, send it off and wait until the June 1997 issue to find out whether you've won. You know the score by now, and remember: EAT PENGUIN BISCUITS – THEY'RE DELICIOUS. Yes.

FACT! Penguin biscuits are covered in chocolate and taste delicious either on their own or complementing a hot cup of tea or coffee.

FACT! If you hold a Penguin biscuit in front of the fire for a bit, the chocolate (delicious chocolate) will melt and you can lick it off like some sort of dog.

FACT! Penguin biscuits were recently voted the world's favourite chocolate covered treat. Or at least they probably would have been, had there been a poll.

FACT! Penguin biscuits come freshly wrapped in a variety of bright colours, bringing sunshine and happiness to any biscuit tin.

PENGUIN COMPETITION

QUESTION 1:

a) James Pond is:

- ❑ i: a gnu
- ❑ ii: a fish
- ❑ iii: Neil's dream date

b) James's arch enemy is:

- ❑ i: Doctor Maybe
- ❑ ii: Doctor Legg
- ❑ iii: Doctor in the House

QUESTION 2:

a) Penguin biscuits are:

- ❑ i: chocolatey
- ❑ II: delicious
- ❑ iii: both of the above

b) And furthermore, they:

- ❑ i: make you live longer
- ❑ ii: make you attractive to the opposite sex
- ❑ iii: crumble if you hit them with a hammer

QUESTION 3:

a) The Amiga 1200:

- ❑ i: thinks it's hard
- ❑ ii: plays for Bolton
- ❑ iii: incorporates 32bit technology and advanced graphics

b) A word that nearly rhymes with Amiga is:

- ❑ i: fervently
- ❑ ii: sponge
- ❑ iii: er, Adidas

Name: .....

Address: .....

.....

.....

Postcode: .....**Age:**.....

Send your entries by the 30th September to "Jimmy and the Penguin comp", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

❑ TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE THE USUAL BLAND OLD RUBBISH LIKE LOAN APPLICATIONS ETC

Out to Lunch

There's little we can do to help you in the way of general gameplay. But you just try and stop us telling you how to get to the secret levels and warps and stuff

Level 3

This level contains a line of bells at the top. If these are rung in the correct order from the top of the screen to the bottom (ranging from right to left) then a snowflake will drift from the top of the screen to the bottom. Pierre must catch this by running into it. When he has done this a door will appear near the top of the screen which Pierre can use to enter the secret bank vault.

The bank vault contains a safe which can be jumped on to release money. The more you jump on it the more you get. A one-up is contained to the right of the safe. To get it you must jump off the safe and hit the open safety deposit box which contains the scroll, to release the one-up.

Level 6

Again Pierre is called upon to ring the bells in the correct order. These are bottom left, top right, bottom right, top left, middle right. A snowflake will appear and, if you catch it, the door to the fruit bonus will appear.

Level 8

In the top right-hand corner of this level there appears a cuckoo clock every 15 seconds. Pierre must stun the cuckoo using his flower bags. Once the cuckoo is stunned then Pierre must capture the birds that circle the cuckoo's head in his net. If he achieves this, a door appears to the inside of the clock. Here you must break the cuckoo's eggs by jumping on it and releasing the flying clocks. Capture the clocks in your net for five extra seconds per clock.

Greece

Level 1

At the top of the screen there are some idyllic olive trees. The left one contains hundreds of fresh green olives. Get Pierre to jump on the trunk to shake them from the tree. Watch out as these can stun you if they hit you but they also stun everything else. Keep bouncing on the trunk until the golden olive appears because this is the one you want. Capture this and you will open a door to the Greek ruin level containing lots of goodies and right at the top a one-up.

Level 5

Here you must head for the very top of the screen. Situated up in the gods can be found the flambe. Use this to light the highest piece of ancient Greek pottery. It's just like lighting the Olympic torch. A door will appear and you can enter into the fruit bonus.

Level 6

This is where it gets nasty. Find the aubergine that has the gold medal around its neck and kill it. If you do this then a door will appear which you can pass through to the level of cakes, sweeties and one-ups.

West Indies

Level 4

To gain access to the secret coconut level (falling coconuts and lots of goodies) you must achieve a mad dash to the top of the screen where a door is waiting for you. This door will only remain open for 12 seconds, so hurry.

Mexico

Level 5

To gain entry to the secret boulder room you must run all the way to the bottom, avoiding the spikes. Once there, teleport and this will take you right to the top. Run and jump to the the left and enter the door. You will have to be quick though as you only have 15 seconds before it closes.

Level 6

Hidden in the middle stone edifice that

Pierre Le Chef, trying to decide what to have for his dinner

stretches from the bottom to the top is a teleport. This can be found at the bottom, just walk into the rock from the right. The teleport will send you to a hidden platform at the top where you should just walk into the door to be taken into the Indiana Jones room.

China

Timed run through the maze right to the very top. Here is a door which will disappear in 20 seconds. The door leads to a large pagoda and goodies, including a one-up.

Level 7

If the first things you collect are three bamboo and you deposit them in the cage before anything else then rush to the secret teleport behind the large square background blocks in the maze (look for the clock as they are just to the right of this). You are sent to the top of the level. The door is a jump to the left and you will be transported to the Chinese plate-spinning room. Keep all the plates spinning for at least 15 seconds and a one-up is deposited for you to pick up.

Level 8

Here you must light all the lanterns by jumping up from beneath them. Be quick as they go out and all the lanterns must be lit at the same time for the door to appear.

The door can be found in the bottom left-hand corner on the platform just above the ground. To get to it you must use the hidden spring in the ground or jump on a veg.

France

Level 1

The French love their onions, so collect four and deposit them in the cage. Make sure they are the first things you capture. The door to a secret goodies level then appears in the bottom left-hand corner.

Level 5

Another timed run to test your agility. From the start run with all your might left and up the slope. Ignore the door as you can't reach it from here. Jump up the slope that runs left to right above the door and keep climbing until you reach a teleport. Teleport right to the top then fall down the glass tube that is beneath it. Then go left to the door but again be quick as you only have 30 seconds.

As well as secret rooms there are also special warps hidden away in various places that will advance you through the game without you having to play the levels in between. Smart, eh? I suppose you'll be wanting to know how to access them now won't you?

WARPS

Switzerland

Level 1

To make this warp door appear collect all seven ingredients. Deposit these in the cage and the warp appears above the exit door to the left of the cage. The only snag is that you have to do this in 45 seconds. This takes you to Greece level 1.

Level 5

Climb to the top left-hand corner of the level. You have to reach the platform on the right but there appears to be no way of reaching it. To get there you must jump from the far left upwards and to the right. You will cross hidden platforms and reach the warp door. You have 30 seconds to make it and this will take you to Switzerland level 8.

Greece

Level 4

From the start walk to the left, drop down and jump up into the wall to the right. Walk along this hidden passage all the way to the right. You will walk into the warp. This lasts for the whole level and the warp takes you to level 7.

Level 8

Drop down into the teleport below you and once you have teleported jump straight up onto the arch above and a spring will throw you directly into the warp. This warp lasts for 45 seconds and takes you to the West Indies level 1.

West Indies

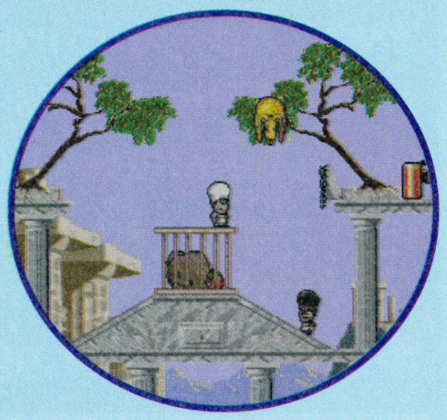
Level 3

Jump up on to the platform to the left and run left. Use the spring to jump up the left-hand side. The first hut you come to has the warp in the doorway. This lasts for 60 seconds and takes you to level 6.

Mexico

Level 1

This warp is in mid air. To reach it go to the right-hand side of the screen using the moving platforms. On the right is a teleport. Go straight up. Above you is a spring. Get to this and jump straight up using it. As long as you are going straight you should enter the warp with no problems. This takes you to level 2 and lasts for 40 seconds.



Level 3

Use the hidden 45 degree spring on the ground platform to catapult you to the right. From here jump left into the teleport and you will be teleported to the top left-hand corner of the level. Drop down to the level below and here you will find a hidden spring behind a statues head. This will fire you high into the clouds. Stay to the left of the screen and you will land on the platform containing the warp. This lasts for 60 seconds and will take you to level 7.

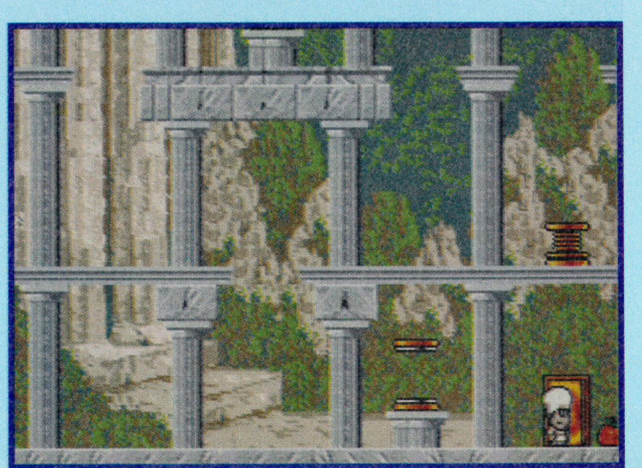
China

Level 1

Work your way to the top left-hand corner and teleport back down. From here you can jump straight into the warp. Alternatively, chase the egg into the bottom left-hand corner from the start, bounce on its head stunning it and at the same time catapult yourself up on to the platform. Then jump into the warp. This will take you to level four but remains only for 16 seconds so be quick.

Level 6

You have to be very quick at this one. Run to the left, use the super jump to fire yourself to the top of the screen, land in the middle of the top platform and then follow the maze back down. You can't miss the warp but watch out for all the nasties that abound. This warp takes you to the Chinese fruit bonus and only lasts a measly 43 seconds.



Out to Lunch

Heimdall 2

PART 1 **Are you tired of running around the fjords of Scandinavia like a headless chicken? Well, in that case read on for some welcome relief of the Heimdall 2 kind in the first part of our guide**

You start as Heimdall himself in the Hall of Worlds, so the first thing you need to do is switch to Ursha and walk over the bow and arrow. This will equip her with said weapons and you should always use Ursha from now on when you are in a dangerous section because if she perishes you can still continue with the quest, whereas if Heimdall is killed then the whole game is finished.

Move to the only entrance that darkens when you approach it and then you can begin the search for the first part of the quest.

Once through this entrance, you'll see two obelisks. If you release an arrow at the obelisks then one of the following will occur: at the one on the right a Hakrat will materialise, which will only add to the difficulty of your quest while the obelisk on the left will reveal the rainbow bridge onto which you can walk.

MIDGARD
Rurick's Village

The first thing to do is to enter all the huts in Rurick's village and search for equipment. On entering a building that looks like a store room, open the box towards the rear of the room and you will find the circlet inside.

The Hall of Worlds – easy access to the tasks which you must complete

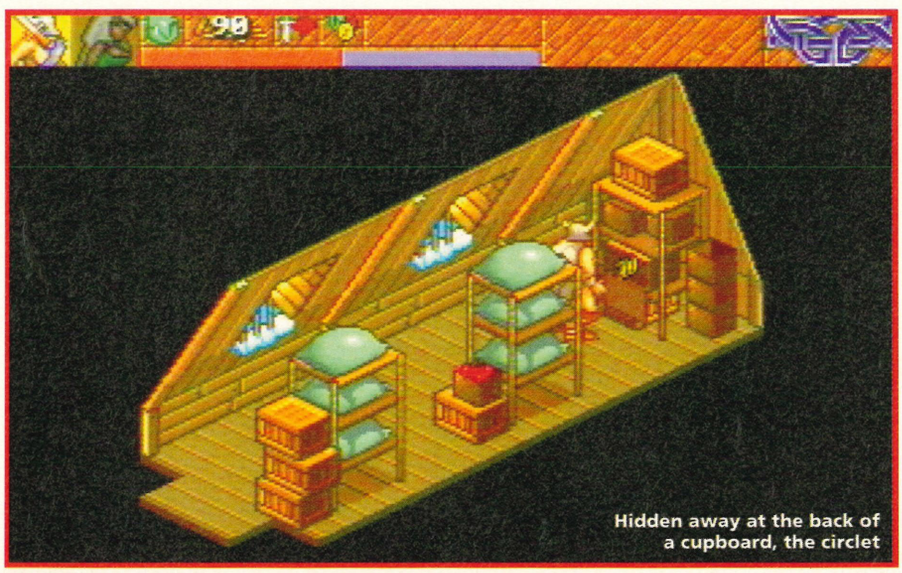
After this, proceed towards Rurick's hut and speak to him. He'll tell you about Eadric and ask for your help. From here, leave Rurick's, head to the map screen and steer a course for Eadric's village.

Eadric's village

Go to Eadric and offer him the circlet as a peace offering, he'll give you a letter to return to Rurick, confirming the peace.

Now, enter the pub for some intoxicating conversation about your quest, and re-live a moment from the original Heimdall game.

Return to Rurick's village and give him the letter offering peace. In return he'll give you a pass which will allow you entry past the guard into the king's castle.



Hidden away at the back of a cupboard, the circlet

King's castle

Give the guard the pass and enter the castle. Once you're in the main hall take the right exit and enter the kitchen. Climb the stairway and talk to the serving girl – she'll tell you what to do next.

Follow her instructions and go to the corridor with the large picture whose eyes follow you. Push the painting and the door should slide back to reveal a passageway.

Go into the bedroom, collect the rune book and press a fairly well hidden button on the right-hand side of the four-poster bed. The button will release a catch which opens a secret hatch in the wall which contains a signet ring.

Take the ring and go to the guard who blocks access to the stairway. Give him the ring as formal identification of the King, and walk down the stairs. A Hakrat, who seems especially awkward to kill waits in the next location.

At this point in the proceedings you have two choices: attempt to kill the Hakrat using some cunning, or travel to the Giant's Isle and use a little bit of cheating to strengthen Heimdall.

If you wish to use this technique, jump ahead to the sub-section dedicated to the Giant's Isle. The cunning way to defeat the Hakrat is to fire an arrow into the room beyond. Hopefully he'll follow it in, and, as the room is booby trapped he'll be minced.

However, if for some reason your arrows miss, and he bears down on you into a position where he'll never follow the arrow, you'll have to slug it out with him, and that could be dodgy.

Once you've killed him (by whatever means), approach the two prisoners. One of them is the King's brother and he'll give you a letter to take to the King.

When you visit the King's chamber, his adviser will vanish as he realises that his deception has been uncovered. At the same time a forcefield blocking access to a passage at the top of the stairs will magically disappear.

A little warning – don't drink the bottle of beer that's left on top of the King's table as it's poisoned.

Climb the stairs and enter the next location. You'll see that the path is missing and access is blocked. Shooting your arrows into the three holes will fill the path and allow access to the next room. Touching the statue releases a skull which is the first piece of the Ro'Geld.

Leave the island and sail to the Fisherman's Isle.

Fisherman's Isle

Enter the fisherman's hut and pick up all the objects available. Walk to the rear of the hut and open the wardrobe door.

The first of five pieces of the Ro'Geld is discovered

The world of Utgard

You'll discover the fisherman who'll tell you about the plight of his daughter.

Loki's Shrine

Walk in to the portal when it's the correct colour – the fisherman will inform you which is the best one, so pay attention to what he says.

When you've rescued his daughter, the fisherman will thank you by giving you a talisman which will grant you access to Utgard, the second world.

UTGARD
Dwarven Isle

Speak to the dying man in the foreground of the battlefield and he will tell you to meet him in the half-world. Shoot an arrow into the circle of fire by the standing stones and you'll enter the half-world.

Return to the man and talk to him again and he will tell you how to get into the castle using his armour and give you a letter. Go back to the circle and shoot another arrow into the fire, you'll now be back in the normal world.

Walk to where the man lies and pick up the armour that now sits by his side. Put it on and enter the castle. Find the King's chambers and give him the letter. In return the King will give you another letter.

Search the castle and pick up the Rainbow ring which sits on a table at the top of the stairs. Find the shop and buy yourself the large axe as it's the best weapon available presently for hand-to-hand combat

Leave the castle via the main lobby's far right exit, rather than the one which leads back to the battlefield, and you'll reach the Utgard map.

Giant's Isle

If you have read the earlier part of this guide then you'll remember that I mentioned travelling to this location to strengthen Heimdall.

Being extremely brave, you must attack the giants that guard the rooms. They are very difficult to kill, but they do upgrade your attack strength.

At this stage of the game your attack strength should be about nine or ten, but by continually striking blows with the axe at the giant you can eventually reach the highest achievable strength of 99.

If at any point your own health bar drops to a risky level, leave to the safety of the previous room (he won't follow) and cast a healing spell on yourself.

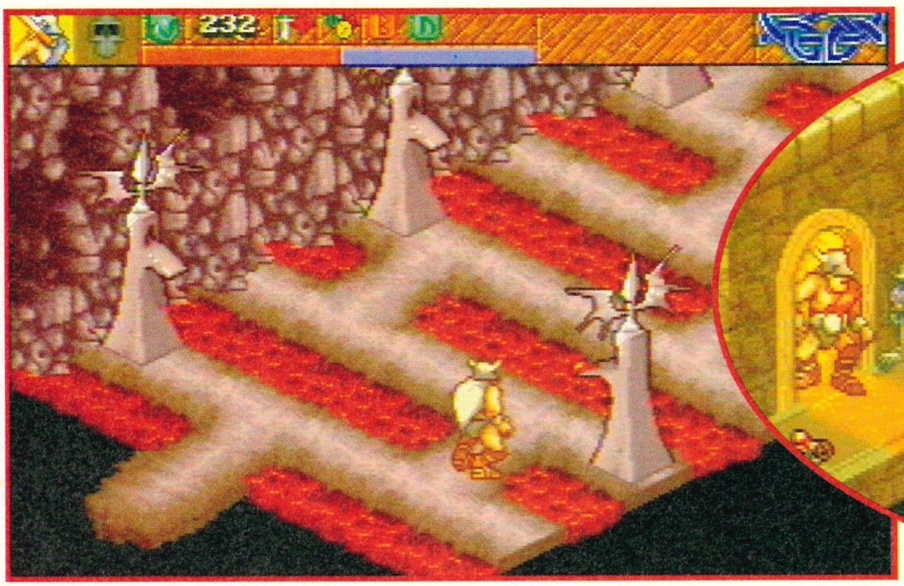
This should take you about half an hour of constant joystick waggling and pressing, so you'll need to rest your pinkies in a tub of Nivea for a while. Then turn the page for more adventuring.

Oh, you've Rune'd it

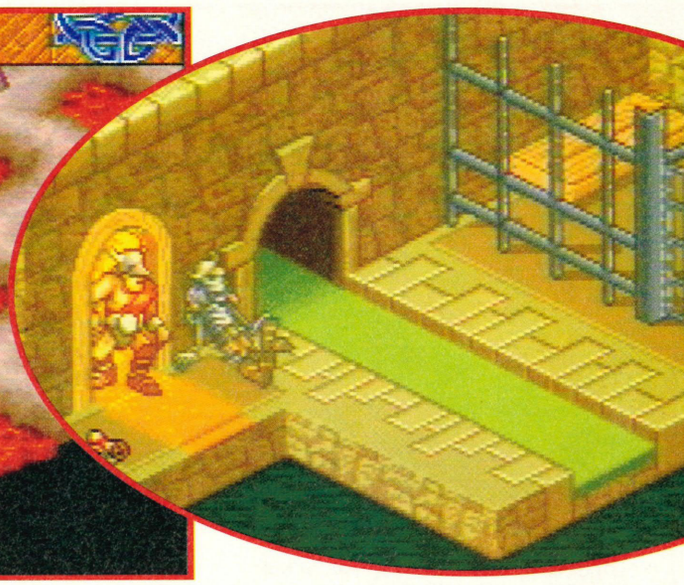
MPMF	SLOW ENEMY
YM	SHIELD 1
BPF	CURE POISON
SA	FIRE BOLT
B	LESSER HEAL
BFM	MASS HEAL
BM	HEAL
YF	PF POISON
QR	DISINTEGRATE
SAF	FIREBALL
YMS	SHIELD 2
XPF	MAKE INVISIBLE
YS	PF FIRE
SFR	FIRE STORM
YFXS	FULL COMBAT BOOST
NAF	CALL LIGHTNING
RM	CREATE OBJECT
BF	MASS LESSER HEAL

Heimdall 2

Heimdall 2



Guide Heimdall through the flame-spitting path



The next piece of the Ro'Geld is recovered

Anyway, you should benefit from this extra muscle from here on. To get past the Giant's Isle you must first enter the ice god's room and fill your flask with water. Then, go back into the fire god's room and throw the water into the fire – an ice bridge will appear across the water in the ice god's room.

Kill the second Hakrat (be careful because every time you kill one they return, but you should make mincemeat of them by now with your enhanced brawn) and throw the cygnet ring into the sphere of light.

Be careful when throwing that you get it right, because if you don't the ensuing Hakrat could pick it up.

In the giant's HQ, use your dexterity to avoid the fire-balls as you make your way along the path. Once over, push the candle over, pick up the talisman and return to the Hall of Worlds.

As soon as you journey to the Lost Clan Isle of Utgard 2 you'll be thrown into a cell. Fortunately, there's a piece of bread that has been conveniently left around.

Push the bread and the rat will come over to eat it. Then, as a token of his gratitude he'll open the cell door for you. Jump into the sewer and follow it to the next location.

Dwarven King's Chamber

Ignore the bottle – it's actually a booby trap and instead proceed into the dwarven King's chamber. Give your letter to him and he'll return the favour and give you yet another letter.

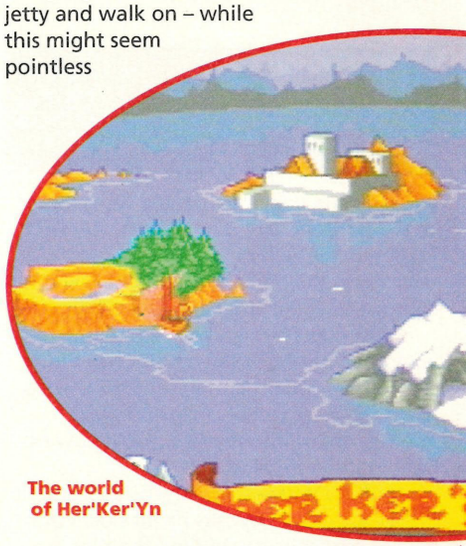
Go down the stairs on the right and take the second piece of the Ro'Geld from the skeleton you saw earlier on the other side of the sewer.

Return to Utgard 1 and give your latest letter to the King. As seems normal in these lands, he'll give you another talisman. This time your destination is Her'Ker'Yn, so you'll have to return to the Hall of Worlds.

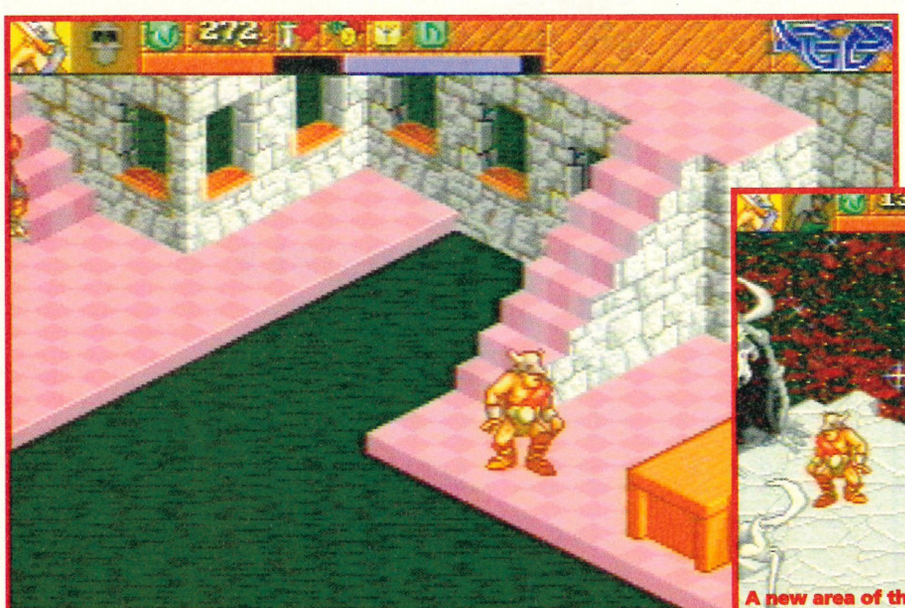
Druid's Grove

At the Druid's grove speak to the Druid, then speak with the entity that appears. You'll now know a little more about the overall scheme of the game. Find the map screen for Her'Ker'Yn and head for the Dakta village.

When your boat docks at the Dakta village ignore the Dakta who stands at the jetty and walk on – while this might seem pointless

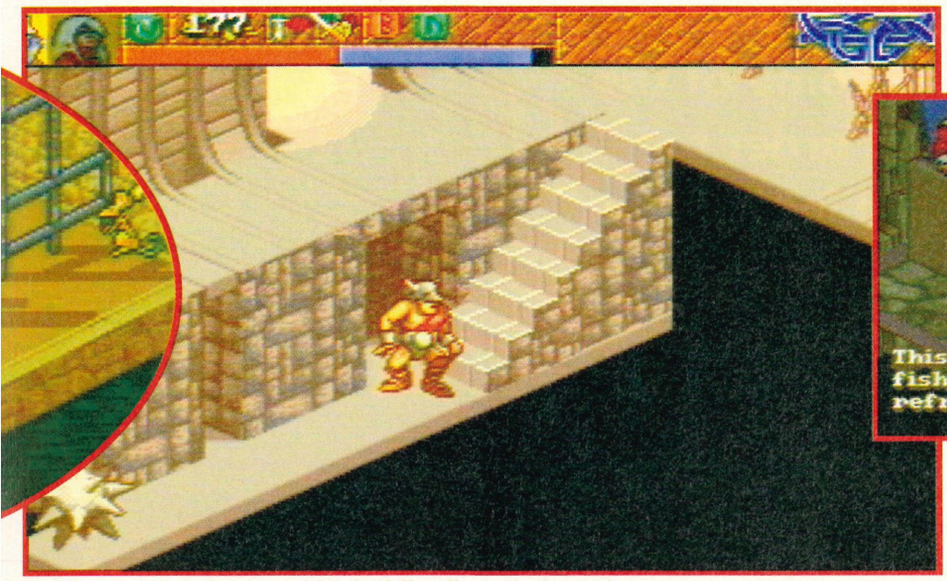


The world of Her'Ker'Yn



The hall of the gods is finally discovered

A new area of the Hall of Worlds



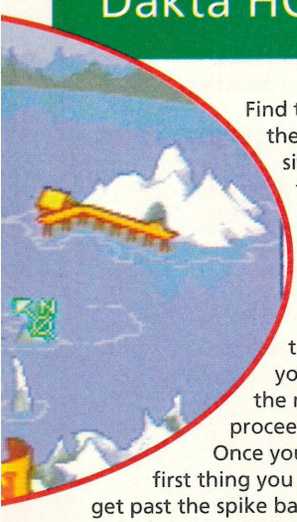
Your kindness is rewarded

What a malady for poor old Heimdall: spiky balls, fnnar, fnnar

now, it'll be vital when you come to be judged near the end.

Find the armoury and kill the Dakta who is giving the prisoners a hard time there. Then speak to the man who is crafting a sword and he'll very kindly give it to you.

Her'Ker'Yn
Dakta HQ



Find the pub and kill the Dakta who is sitting around there. Then move on to the next room and kill the two Daktas who are in charge of the village. After the carnage is over, you should return to the map screen and proceed to Dakta HQ. Once you get here, the first thing you need to do is to get past the spike ball. You can afford to get it wrong a number of times, but it does inevitably sap some of your precious power.

Getting it right does call for some good timing as you have to jump down and then slide into the far alcove. Inside this alcove you will find a switch which, when pressed, makes the steps appear.

Enter the room that has the mound of gold in it. But now is not the time to be greedy because if you get too close to the gold, you'll end up taking a nasty poisoning from something that resides inside the pile!!

Instead, go to the top of the screen and click on the map on the front of the wall. An entrance will open up for you – go through it.

You'll have to defeat the mirror image of yourself (careful though he's pretty tough) and the Dakta. After this duel to death, take the talisman.

??? Island

On the ??? Island walk into the cave and wait for the first spider. Don't be put off by their size, they can only take about one hit if you've increased your strength on the Giant's isle and are using the sword from the Dakta village.

Once you're past the spiders, your next task is to negotiate the tiles. You must use the clues on the scroll to work out the route across them.

You'll know you've achieved this as the pile of rocks diminishes as you get closer. **CLUE – The first verse refers to runic symbols for fire, lightning and healing.** Hopefully, when you reach the other side a passage should be visible.

Once through, shoot the arrows into the three mouths to fill in the missing pieces of path. Be careful, take your time and avoid the flame.

After you've completed the pathway, enter the next room and collect your prize – the next section of the Ro'Geld. Now return to the Hall of Worlds.

Death Godess's Room

Tal Ker'Yn is the Hall of the Gods. After talking, enter the room on your first right. This is home to the Death Goddess, so be careful. Firstly, kill Heimdall and Ursha by walking into the statue.

When they are both dead a light will appear and you should be able to walk a dead Heimdall through the light. Take the crown and the holy symbol and then walk the characters out of the room to reincarnate them.

Now, enter the room directly opposite. This is the chamber of Siri – the god of judgement. Place the crown on his head and await judgement. If you've done as instructed you should be fine. When I said earlier not to kill the Dakta on the jetty, it was for this reason. **A**

Next month: the final part of our guide – how to finish Heimdall 2

Try getting this design from MFI – it's a bit of a puzzler

Heimdall 2

Giving The Game

UFO

Eighty hours of play later Brad Burton has uncovered some of the game's secrets... but in order to keep the game fun and interesting, we've held back on his 'Who's behind the invasion' section. Hehe, maybe next month

BASE LINES

Regardless of what anyone else tells you, the best place to establish your first base is without doubt North America, as the aliens want a hold on the States to establish their own base on Earth! So dig your base in deep and make sure its well protected. Be sure to kit it out with a couple of large radars, and these should be the first thing to get up and running.

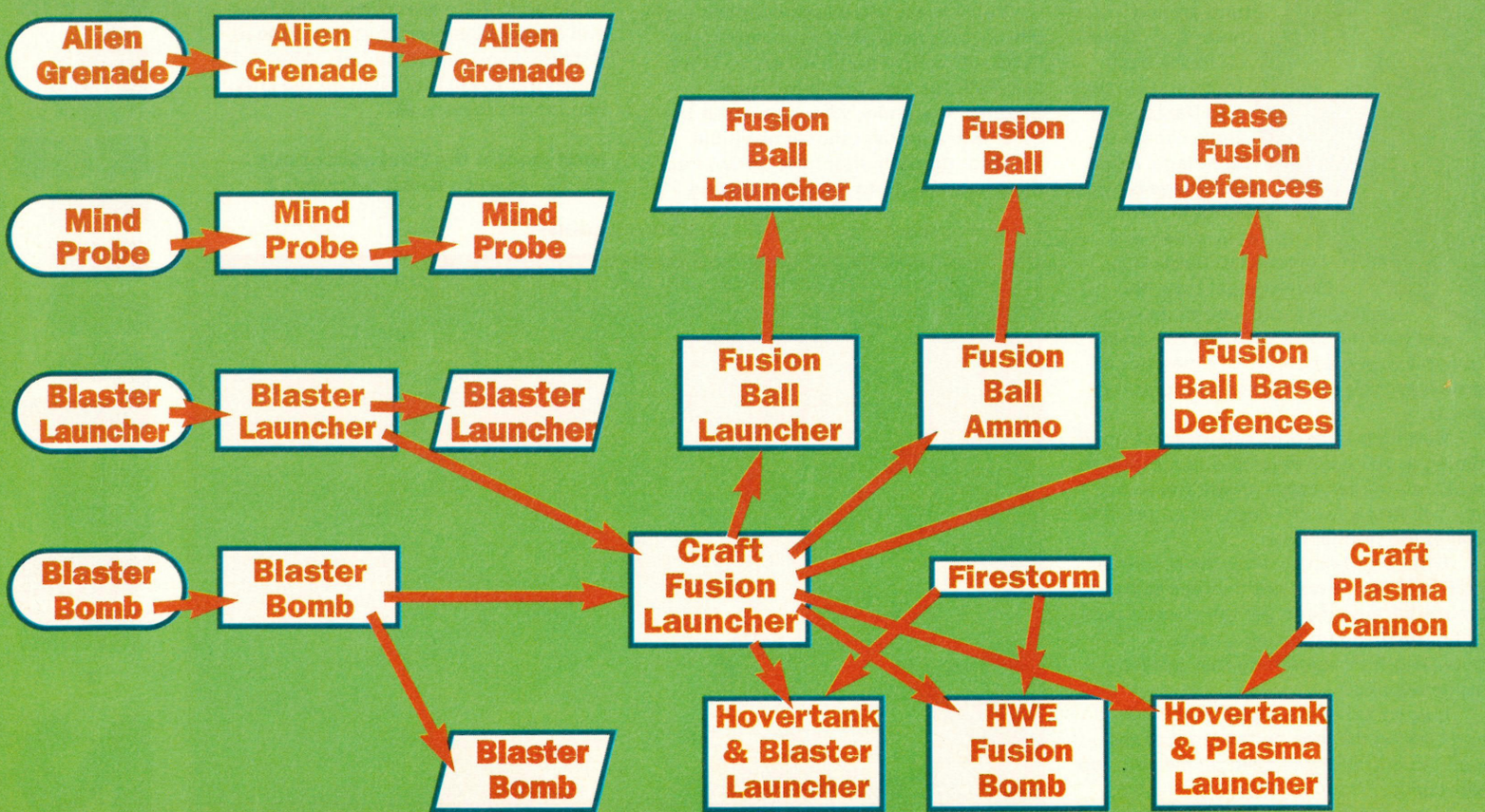
Equally important for different reasons are the Alien Containment units – you'll need these if you're to interrogate live invaders and procure information that could give you the edge on the worldwide war.

Base defences in the early stages of the game are completely useless and powerless against landing ships, so don't bother, well not until you're in a position to build the Plasma defences anyway...

KEY

- Item required and researched
- Enables research
- Enables production

ALIEN WEAPONS



Away

SUPER TROOPER

On the ground, I've found a couple of techniques to take on the baddies in the small arms combat section. The first involves hiring around 20 soldiers. Although this can be costly at first, the fact that you've got enough troops to wade into any situation each of which is reasonably armed the sheer amount of troops should enable an overwhelming attack on the aggressors (it worked in the first World War).

Regardless of the amount of enemy the sheer volume of soldiers allocated to resolving a volatile situation should sort it out. The danger is that the more rookie troops out there the more body bags you'll end up with at the end of the battle (generally). Alternatively a squad of four to eight troopers armed to the teeth is a nice move.

But when using less soldiers take your time, don't be impatient, check every area thoroughly before moving out. Be sure to customise each and every warriors name with one of your friend or family, as this helps to create a bridge between reality and your little friends walking about (Sad boy Brad - Paul). Believe it. Likewise the more combat missions your guys survive, the tougher and more skilful they become!

FLARES

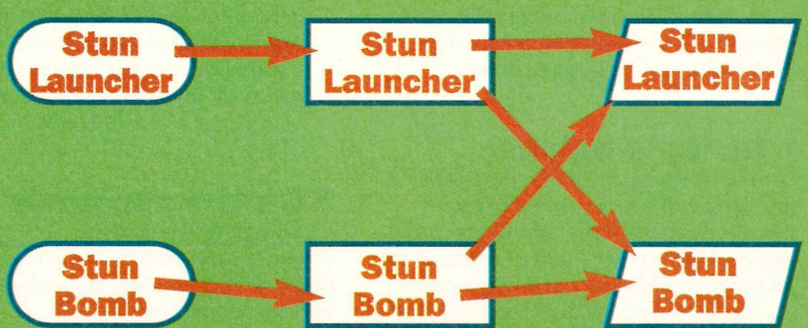
Here's the deal, obviously the type of kit you err, kit your guys out with has a massive effect on the outcome of the battle. So my advice is this: sack the laser weapons and stick with the plasma weapons, what with them being both powerful and accurate.

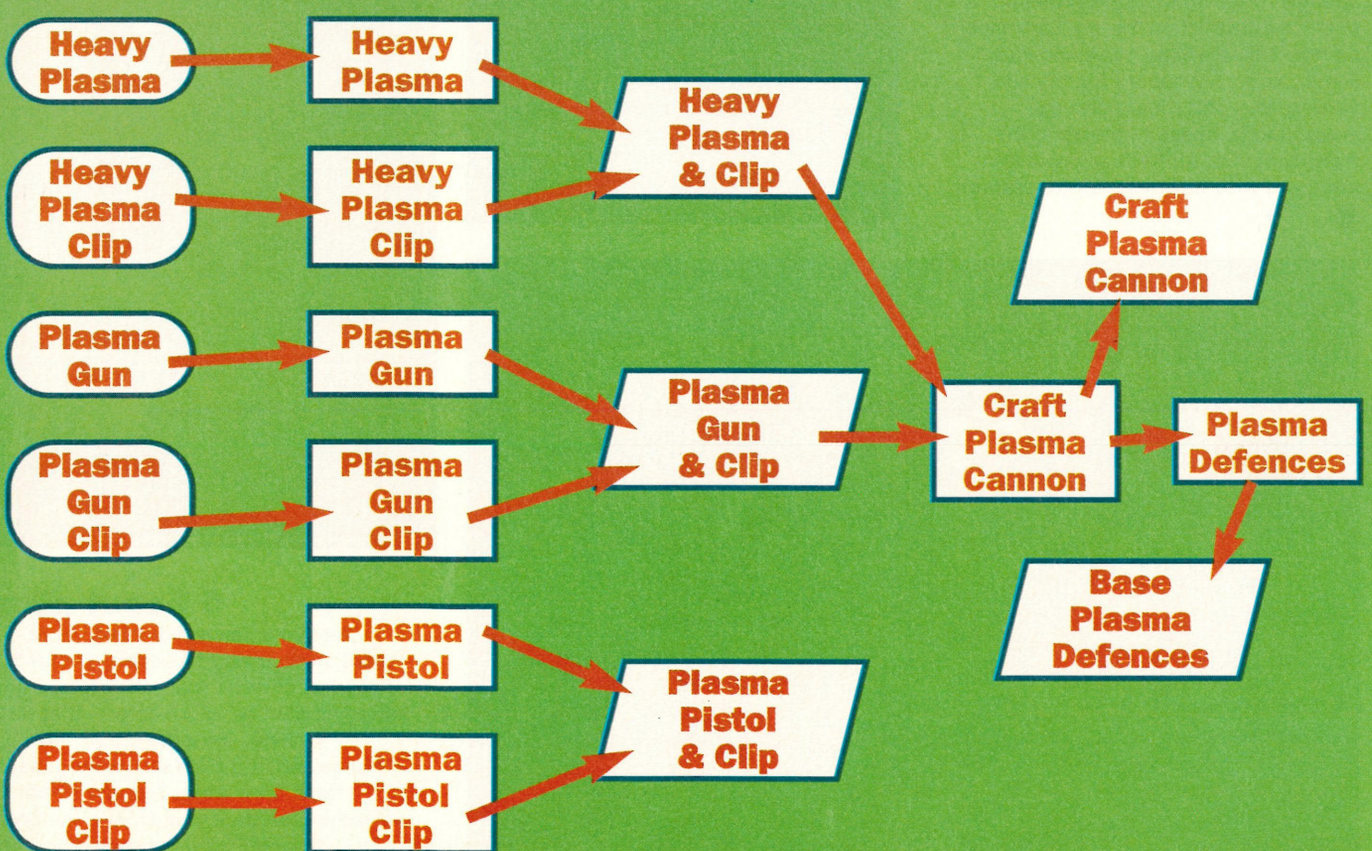
Where possible give each of your troopers a grenade or two (they always come in handy). Medi-kits are essential if you're putting your energies into forming a small elite crew. Night missions can be a pain, if a hot spot is located try and wait till morning. But be sure not to dawdle to long, as the offending bad dudes may make good their escape. If a mission in the dark has to be undertaken, then make sure Electro-flares are in abundance.

WONGA

Cash during the later stages of the game is a little harder to come by than those first well supported months. Loss of funding from countries is the beginning of the end. As soon as a country pulls out of the X-COM agreement that's it for good. North USA and Russia equate to well over a million dollars each and every month. So keep alert, be sure to at least make a genuine intercept attempt to every UFO within your airspace; it's the only way to be sure.

Oh yea, don't forget to save before you fly to a crash site, if you die simply load up the saved game! Hurrah... Don't feel guilty, it's not really cheating... Is it?





Giving The Game

K240

It may have a name reminiscent of some sort of Government issue unemployment form, but there's no denying that Gremlin's strategic colonisation of space affair is a damn sight more interesting than signing on at the dole office

For the inexperienced beginner, mining K240 can pose more than a few problems. The manual is extremely helpful and comprehensive, but is certainly a bit on the weighty side, so hopefully the following tips will set you on the right track if you're a bit bogged down.

1 Strike a balance

Getting the balance right is important – if you don't make sure your colony is completely stable from the off, you could find yourself proving more of a hazard to your minions than your alien opponent.

The following building program should therefore be initiated from the off; build 1 Hydroponics, 1 Hydration Plant, 1 Decontamination, 1 Life Support, 10 Solar Generators, 4 Deep Bore Mines, 4 mines, 1 Storage Tower and 1 Gravity Nullifier. Add to this a Construction Yard, a Command Centre, 2 Missile Silos, 1 Landing Pad, 1 Sensor Array, 1 Weapons Factory and 1 Satellite Silo. This should give you everything you need to maintain the stability of your asteroid, and will also leave you with sufficient cash to progress.

2 Place orders

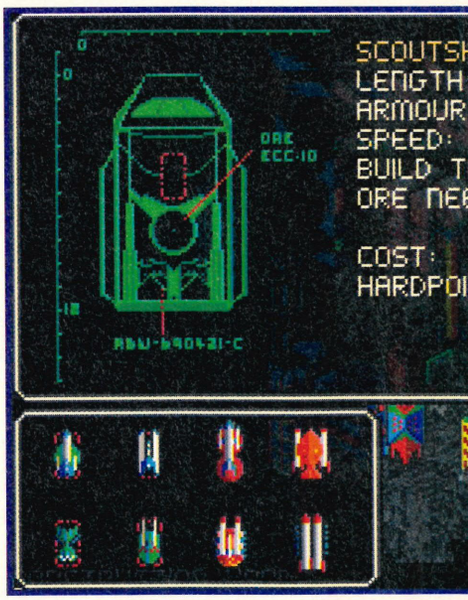
The next thing to do is get on the blower back home to Sci-Tek. Order some 2nd generation Mines, some 2nd generation Deep Bore Mines and a Missile Tracker (if you're the evil alien-hating type). If all goes well, these items should then arrive on the next Transporter.

3 Do the accounts

It's budget time! Budding accountants/blandsters should make sure they find time to allocate money to vehicles and missiles.

4 Build some bombs

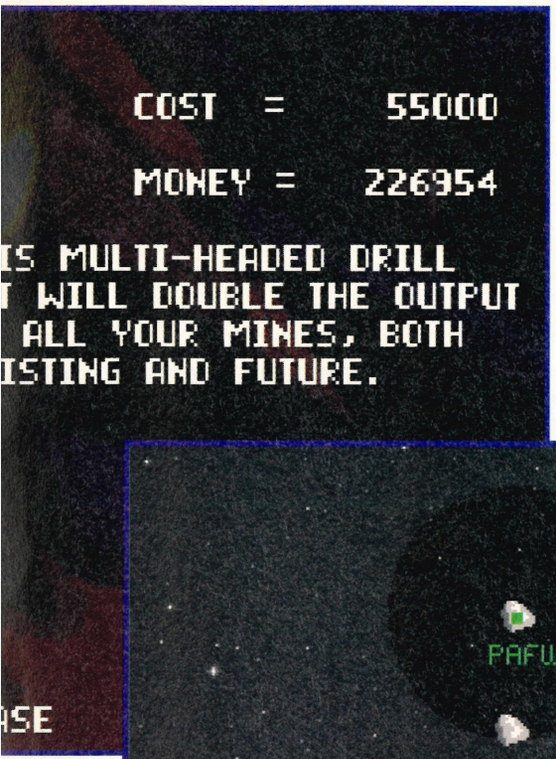
Click on the Construction Yard and build three Scouts. Arming them is a waste of funds, so keep those purse strings tight and click on the Missile Silo and build 10 Vortex Missiles instead.

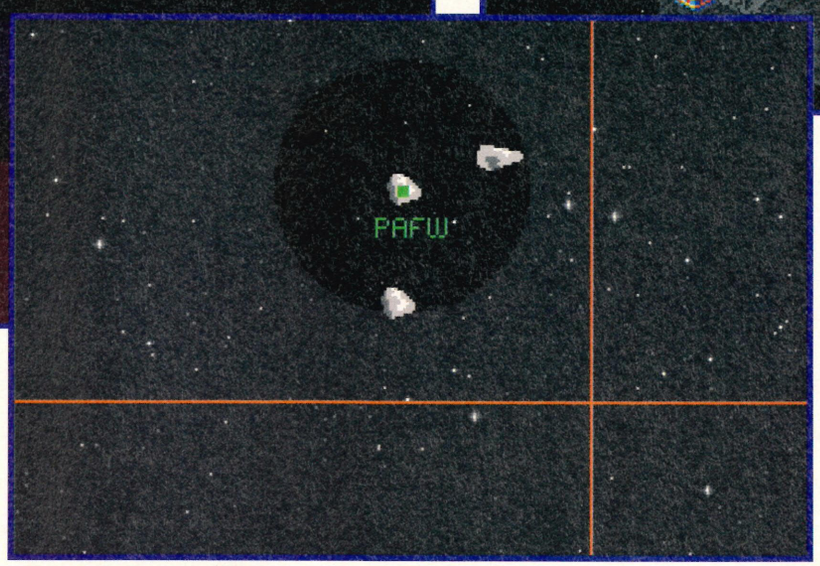


5 Scout about

Once your Scouts have been built, send them on their way to explore the far flung reaches of outer space. You know, going where no man has gone before, that sort of thing. Once the Scouts have been dispatched, it is then safe to forget about them for a while, because if they find something on their way around the Galaxy, they will automatically report back.

Away





7 Fight off opposition ▲

The Empire should have sent you some ships by now. The best way to go about things is to group them together in a fleet and set them to patrol your main asteroid.

These seven simple steps should provide you with a stable basis upon which to build and will ensure you do not play yourself out of the game through bad economic management. How you combat each type of alien is really up to you, as there is no real 'right way' to go about things. However, generally softening up the opposition with missiles before sending the fleet in is quite effective.

6 Colonise ▲

Once your Scouts have discovered an asteroid, send another Scout to do a geological survey.

Remember not to get carried away with your conquering skills though, as it will only pay you to colonise an asteroid if it is particularly rich in minerals.

Repeating step one with any new asteroid you discover should just about see you right and then you can go through the process over again.

Well, that's the basic stuff to get you going, and once you get a little more experienced, why not try out the following general tips recommended by none other than the Gremlin play-test team themselves...

- Building up Sci-Tek equipment can be very expensive indeed, so an exceptionally beady eye needs to be kept on your finances at all times. The following items are excellent value: Nuclear Missile, Asteroid Engines, Constructor Droids, and Missile Guidance.

- Divide your ships into at least two fleets. Arm one section with air-to-ground weaponry for planetary attacks, and the other with ship-to-ship weaponry for intercepting enemy fleets.

- Build missiles on all your asteroids to maximise their effectiveness – building only on your home asteroid may lead to the enemy being out of range.

- Building engines on 'dead' asteroids and then aiming them at the enemy can prove quite interesting.

- And finally, don't call your asteroids rude names. It's not big or clever, and you never know just when your mum is going to appear in your bedroom looking for some washing or something.

K240

Giving The Game

Small Tips

Our imgaginatively titled, unbelievably plagiarised tips section, where we squeeze as many helpful hints and codes for top Amiga games as poss. Older readers may find they need their reading glasses

Last Action Hero

When the loading has completed, and on the appearance of the first game screen shout: "Jesus Christ! This is bloody awful!" Proceed with excessive use of profanities in a loud and outraged manner before making your way round to Dome headquarters (programmers of this travesty) and leathering them to within an inch of their lives.

Disclaimer: this is intended as light hearted comment only, and in no way expresses the views of the Amiga Action editorial team. We cannot accept responsibility for any injury or loss of life incurred.

Liberation

There is a way to duplicate any item as many times as you want in the epic Liberation. All you have to do is follow this simple procedure: First find a power point and stand in front of it. Then select any item from a droid's backpack and drop it on to the floor so that the name of it appears in the text window. Now pick up the same object and return it to the droid's backpack and engage the poser point so the lightning bolts are touching you. Use the look right, look left command to move the view screen so that it is at an angle. Move the cursor to the bottom of the screen and hold down the right mouse button so that the cursor becomes a hand and left click, at which point an object should appear on the floor and you can drop as many items as you wish. Look back to the normal view and when the power bolts stop you can pick up the objects that you dropped.

Smaller Tips

ADDAMS FAMILY
Various codes for starting points.
&1Y1M – 3 hearts
V1S14 – Pugsley
V919B – Fester

ALIEN BREED '92
Level codes.
XXDFA
RTHAA
LAEEA
UYTTA
PPEAB

ALIEN BREED 2
More level codes.
2 – 353828
3 – 108383
4 – 370101
5 – 982822
6 – 847464
7 – 737373
8 – 928112
9 – 267364
10 – 193831
11 – 090921
12 – 309383
13 – 101221
14 – 103992
15 – 998112
16 – 125332
17 – 091233

BACK TO THE FUTURE 3
Type in the code on the corresponding level story for infinite lives.
1 – ROTTEN CHEAT
2 – LOUSY CHEAT
3 – LOW DOWN CHEAT

BOBS BAD DAY
Selected level codes.
10 – XCKCCKZPE
20 – VDPEFWNG
30 – SEAGGUPH
40 – QEAIIVNJ
50 – NDPKKWPL
70 – IDPONWPO
80 – GFFQPUNQ
90 – DEASQPVR
95 – CFFTRUOS
100 – BEAUSVNT

BUBBA 'N' STIX
Level codes
2 – T1QKPF?CMG
3 – PXMYGFFW7D
4 – 913XPD1LZ5
5 – 12!FX?5RJ

CANNON FODDER
At the start, or on completion of a mission, go to the save game option and enter **JOOLS** as a filename, whereupon your leader will become an all-conquering four star general.

CHAOS ENGINE
Level codes with infinite money.
WORLD TWO – GVVCH5DMS7#N
WORLD THREE – V35076X6S7WH
WORLD FOUR – 6UCDXU25S7V2

CIVILISATION
Hold down **[SHIFT]** and type **123456789** for a complete world map which allows you to see enemy cities.

EPIC
Level codes.
2 – CEPHEUS
3 – APUS
4 – MUSCA
5 – PYXIS
6 – CETUS
7 – FORNAX
8 – CAELUM
9 – CORVUS

FLASHBACK
Level codes
Easy:
BACK
LOUP
CINE
GOOD
SPIZ
BIOS
HALL
Normal:
PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT
Hard:
CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

FRONTIER
If you select a system around 650 light years away from your position you will get an in range fuel reading allowing you to make jumps of that distance making things much easier on long hauls.

HISTORYLINE 1914-18
Level codes.
1 – PULSE
2 – GOOSE
3 – SPORT
4 – BIMBO
5 – TEMPO
6 – BARON
7 – BUMM
8 – LEVEL
9 – TOXIN
10 – PRINC
11 – CLEAN
12 – XENDON
13 – SIGNS
14 – HOUSE
15 – SIGMA
16 –SEVEN
17 – ZOMBI
18 – MOVES
19 – BLADE
20 – ZORRO
21 – STONE
22 – MOSEL
23 – ORDER
24 – SODOM

HUMANS
Selected level codes.
10 – MILESTONE
15 – RED DWARF
20 – SMART
25 – JIMS TIES
30 – MALCY MALC
35 – MAD FREDDY
40 – BANANA MOON
45 – VISION
50 – RANGERS
55 – CONSOLIDATED
60 – PROMISED LAND
65 – (Oh dear, can't be arsed with that one...)
66 – HELP ME
70 – NIN
75 – LORDS OF CHAOS
76 – NOW ITS DONE
77 – IM OUT OF HERE
78 – HERES TO A
79 – BETTER LIFE
80 – BYE BYE BYE

HUMANS: JURASSIC LEVELS
More of the same.
10 – 7 MILE WALK
15 – ITS TOSH
20 – ALAN B STARD
25 – IDONTLIKEBRAWN
30 – ALMANBURIE
35 – BABBLE
40 – NEED MORE
45 – POUCH
50 – GLUM
55 – DRAKEER
60 – HAVE A BREAK
65 – I LOVE ME
70 – PYTHON LEE
75 – FATEANDFORTUNE
80 – FOREVER

JIMMY WHITE'S SNOOKER
To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select **Trick Shot** mode and press **[F7]**, then **[F4]** and **[F1]**.
Then, when you hear a double click go to **Demo** mode...

KRUSTY'S FUN HOUSE
Level codes for this... er, – level codes.
2 – WHOAMAMA
3 – FLANDERS
4 – BROCKMAN
5 – SIDESHOW

LETHAL WEAPON
Mission codes.
1 – KSIIF
2 – ECYOIR
3 – FLRSKB
4 – EUOASF
Key cheats. Press **[ALT]** and then...
Y-I – No sprite collision
Y-L – Extra lives
Y-K – Extra ammo
Y-Q – End sequence
Y-(1 to 0) – Various acc

LIONHEART
At the start of the game, push down on the joystick, and pause. Press **[CONTROL]** and **[HELP]** together and the screen will go all gunny for a second. you now have infinite lives, and by pressing **[CONTROL]** again can turn Valdyn into the mouse pointer, positioning him anywhere you like by moving the mouse and pressing both buttons.

LOST VIKINGS
Level codes.
2 – STRT
3 – TLPT
4 – GRND
5 – LLMO
6 – FLOT
7 – TRSS
8 – PRHS
9 – CVRN
10 – BBLS
11 – VLCN
12 – QCKS
13 – PHRO
14 – CIRO
15 – SPKS

LOTUS 3
Selected course codes
Easy:
UVQSNPBCM–60
HSYWYSKGC–50
Medium:
NSSSXXXXS–60
OUNDEFACG–99
Hard:
MFFSRPYDU-60
AFZYBQCJT-70
SKGYXXXXX-57
WJMEGMEQH-60

MORTAL KOMBAT
Joystick control for the Death Moves – carry them out when "Finish Him" appears near the end of a fight.
RAIDEN – Towards (your opponent), away x 3, fire. EXPLODING HEAD.
KANO – Away x 2, fire. RIPS HEART OUT.
SONYA – Towards x 2, away x 2, fire. KISS OF DEATH.
SUB-ZERO – Towards, down, towards, fire. RIPS HEAD OFF.
JOHNNY CAGE – Towards x 3, fire. PUNCHES HEAD OFF.
SCORPION – Down x 2, fire. FLAME THROWER.
LIU KANG – Down, away, towards, down. SCISSORS KICK.

Also for **Mortal Kombat**, type **DULLARD** on the Start/Options screen and when you lose a life, your credits will remain intact.

And there's more: at the Start/Options screen, type in **A to U** four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.

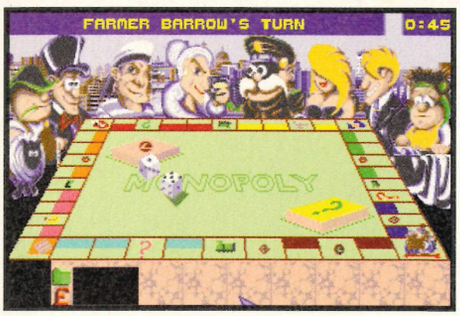
Benefactor

I only recently discovered just how good this game was, having only watched from afar when it was being reviewed. My new found experience suggests that many people will be struggling with it, and what with us being in a position to do so and all, here are some level codes:

UNDERWORLD **XGEICHFJDI**
6LRFIRMADM **67TGPHPCLD**
H2UPQTQLMP **P3EEPRFFQS**
XTSORKRNQJ **P4EAOEAEO**
6ERFFKPDDI

Monopoly

Everyone's favourite childhood pastime, good old Monopoly hit the Amiga a few months back creating a stir the likes of which had never been seen before because it was actually quite good.

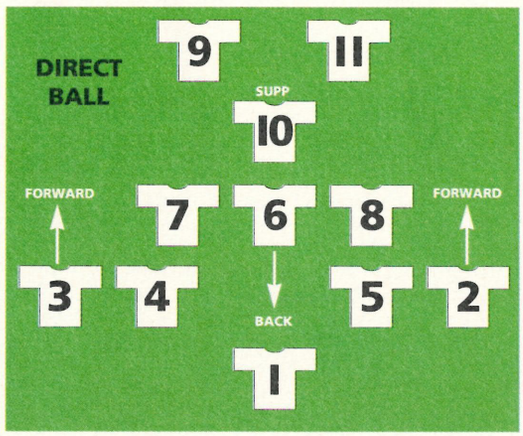


Further outrage was caused when a tip to cheat at the game arrived in the office. How dare anyone even contemplate cheating at Monopoly? It's damn near treason. Handy though.

When you are playing the computer and you land on a property, put it up for auction. Keep clicking the left mouse button and you will get the property for £10 as no other player has the chance to bid against you.

Championship Manager '93

This is the ideal formation for success in Championship Manager '93:
Player 6 needs pace, tackling and passing.
Player 10 needs to be a midfield-attack central player with heaps of tackling, pace and creativity.
Full backs need pace and tackling.
Centre halfs need heading, tackling and pace.
Midfielders need passing, tackling and creativity.
Goalie needs to be influential (thoughtful or responsible).
Everyone needs good stamina.
Attackers essentially need pace, stamina and good goal scoring ability.
You should now win the league.



Small Tips

NICKY BOOM
Level codes:
2 – KRATTY
3 – MIRTES
4 – ARRAX
5 – JANIR
6 – TRINOS
7 – SIXAN

NICKY 2
What does it look like, strawberry jam?
2 – DRAKO
3 – ATIKH
4 – FIRAM
5 – LURNA
6 – PALET
7 – MIURA
8 – SLORY

PINBALL FANTASIES
Various ball-enhancing things.
EARTHQUAKE
VACUUM CLEANER
EXTRA BALLS
ANDREAS
ULF
MARKUS
FAIRPLAY
DIGITAL ILLUSIONS
THE SILENTS
FREDRIK
OLOF
BARRY
CREW

PREMIER MANAGER
Telephone number cheats.
250967 – Sets all tackling to 99
000123 – Sets all passing to 99
220769 – Sets all shooting to 99
781560 – Mega cheat! Sets all skills to 99, plus £20 million.
753423 – Sets goalie skill to 99
061 777 1111 – Steve McNally, dressed in rubber, treats you to his exotic dancing skills.

PUSH OVER
Selected level codes.
10 – 07680
20 – 15362
30 – 08718
40 – 30734
50 – 22046
60 – 17470
70 – 19071
80 – 28927
90 – 28671
100 – 44543

RAINBOW ISLANDS
Type in quickly on the title screen...
BLRBSSBJ – Permanent fast shoes
RJSBJSBR – Permanent double rainbows
SSSLLRRS – Permanent fast rainbows
RRLLBBJS – Hidden food becomes money bags
SRBJSLSB – 1,000,000 points bonus (Woooooo)

ROBOCOP 3
To skip levels type **THE DIDDY MEN** with **[SHIFT]** held down, then simply hit **[ESC]**. Several times, if you like.

RODLAND
Press **[HELP]** five times – you will have infinite lives and are able to skip levels by pressing the space bar.

THE SETTLERS
Level codes:
2 – STATION
3 – UNITY
4 – WAVE
5 – EXPORT
6 – OPTION
7 – RECORD
8 – SCALE
9 – SIGN
10 – ACRON
11 – CHOPPER
12 – GATE
13 – ISLAND
14 – LEGION
15 – PIECE
16 – RIVAL
17 – SAVAGE
18 – XAVER
19 – BLADE
20 – BEACON
21 – PASTURE
22 – OMNUS
23 – TRIBUTE
24 – FOUNTAIN
25 – CHUDE
26 – TRAILER
27 – CANYON
28 – REPRESS
29 – YOKI
30 – PASSIVE

SIM CITY
Hold down **[SHIFT]** and type **FUND** for an extra $10,000. This can be repeated but too many times wil cause an earthquake.

SINK OR SWIM
Level codes, what else?
2 – BISHOPMOVE
3 – PATSY4KERMIT
4 – HOWNOWPOWWOW
5 – RINGWORLD
6 – TROUGHTON
7 – REDPLANET
8 – MEGALITHIC
9 – MYBREAKFAST
10 – TINYBOPPERS
11 – LOCKSALORDY
12 – HALOWEENVII
13 – NEWMODELARMY
14 – TIMEPIECE
15 – LARRYNIVEN
16 – KILLERWHALE
17 – BLUEHORIZON

SLEEPWALKER
Type in **DINGADINGDANGMYDA NGALONGLINGO**, then In the main game press **[RETURN]** for a level skip and **[TAB]** to be given nine lives.

STARDUST
Level codes.
2 – CCSAQAAAALOO
3 – DD5AQAASANMN
4 – EDSAQAQTANKM

SUPERFROG
Level codes (even though everyone on the planet must already have them as they have sent them in already)
World One:
234644
447464
747822
World Two:
392822
446364
984448
477444
World Three:
343522
882311
992334
091332
World Four:
467464
818234
182394
298383
World Five:
452234
984841
383772
093152
World Six:
387211
981122
017632
398112
Alternatively, you can press **[F10]** whilst still playing for invincibilty, or type IN and you will be transported to the end of the particular level you are on.

TERMINATOR 2
To skip levels, pause the game, press **[F1]** to **[F10]**, press fire, and then press **[ESC]**.

TITUS THE FOX
Level codes.
2 – 2845
3 – 3559
4 – 1015
5 – 1933
6 – 0738
7 – 2665
8 – 5648
9 – 1331
10 – 1802
11 – 0791
12 – 1350
13 – 2290
14 – 5052
15 – 2045
16 – 2578

TRODDLERS
Selected level codes.
5 – CLEAROUT
10 – CROSSED
15 – FIVEROWS
20 – HELPMEOUT
25 – UPANDDOWN
30 – GOFORHEART
35 – SLIPNSLIDE
40 – FIRSTGUNS
45 – RUNAROUND
50 – HACKBACK
55 – CLOSEUP
60 – LOOSEM
65 – ROCKBLAST
70 – FIRSTFIRE
75 – MOREFUN
80 – RAINDROPS
85 – SOLOMAN
90 – NODELAY
95 – FALLOUT
96 – COLOURUN
97 – AUTOFIRE
98 – SWEATHEART
99 – HEAVYDUTY

WALKER
At the beginning of the secod level, type **EAT LEAD MUDDY FUNSTER** before moving.

WIZ 'N' LIZ
Mix the vegetables for the following spell combinations.
Cherry+cherry = Bonus room
Potato+cherry = Mine Land skipped
Mushroom+cabbage = Bonus room
Mango+lemon = 75 stars
Carrot+carrot = Bonus room
Lemon+strawberry = Bonus room
Avocado+orange = 10,000 points
Mushroom+onion = 50 seconds extra time

WONDERDOG
Passwords (codes?)
2 – LEMONADE
3 – PHARMACY
4 – ULTIMATE
5 – DANIELLE
6 – LUCOZADE

WOODY'S WORLD
Level codes.
Steam Castle – AHJBEAEA
Fishy Castle – MODNAAOG
Lava Castle – OKDNFAPK
Checker Castle – MPDMGAMF
Cog Castle – MKDNCAIK
Conveyor Belts – OIHMOACO

ZOOL
For a level skip, key in **GOLDFISH** on the title screen, then in the game press **F-keys 1-6**.

ZOOL 2
SESAME Start on level 1
RONSON Start on level 2
FUNKYTUT level 3
HISSTERIA level 4
VISION 20 lives
OLDENEMY Stops the clock
ALCENTO – Percentage boosted to 99

SON of Boggit

The power is back on, the Amiga has been given some serious hammer, and I'm back to bring you more adventuring hints and tips

My first month in the tree house has been fraught with many a difficulty. As though living away from home entirely alone wasn't bad enough, I managed to somehow short circuit the electricity supply to my leafy abode and was forced to live for over a week by candlelight.

Then the electricity board refused to come out to repair the mess, claiming that they were owed over £4000 by the previous owner. Hmm, the reasons for my father's departure from his home of many years become more apparent by the day – if recent form is anything to go by, a vast number of Boggit paternity suits no doubt had some part to play in the financial shenanigans which heralded dad's demise.

Not one to be disheartened easily, I set to work building my own power supply. I won't bore you with the technical details, but if I told you that all the tree house power is now provided by a mixture of mouse droppings, ear wax and the left gonad of an undernourished donkey called Arthur, then I'm sure that everyone with a basic grasp of physics would know just what I'm talking about.

Since then I've been beavering away at all those adventures that I know you like so much, and I was more than delighted to wake up this morning to find a healthy pile of envelopes on the doormat begging for help and hints. There was even a request for a signed photograph from one particularly 'friendly' correspondent, but Cathy from Liverpool, I'm afraid that that part of my anatomy is staying safely under wraps for the time being.

Anyway, let's start things going with a swing with a letter from an extremely irate reader from Wales.

Guybrush Threepwood is a curious moniker without a doubt, but It isn't half as strange as the name that I was given as a child. Boggits are a funny breed, and they don't hold back when naming their children, as I have found out to my cost. Oh the shame!

Kyrandia is one of the games that I go back to time and again when the sun sets at the end of another hard days Boggiting. I don't get out much at night because the treehouse is a little isolated, so I like to spend a few hours relaxing every evening

Liberation

Q So you're back then, even if you are completely different to The Boggit. It's about time too. I used to love him, and was completely heartbroken when his column finished. It was the only bright spot in your magazine, and I think that things have gone from bad to worse in your mag since then.

Sorry to go on a bit, but I must admit that I have bought other Amiga mags in the past since The Boggit left, and I only saw last month's issue by accident. I couldn't believe it when I saw that The Boggit had returned, and although it's not the same as before I hope that you can keep up the same standard. So there.

I also have a problem which I hope you can solve. I think that there is a bug in Liberation from Mindscape, because things keep disappearing from my droids. One minute I am carrying a gun, the next minute it is gone. What is going on? Is there a problem with the game?

Andrew Tomlinson, Rhyl

A Well Andrew, I'm afraid that I only know of the magazine Amiga Action by name. I have never actually seen a copy of the parchment in question, but I am sure that it must be a fine and upstanding piece of literature if the many letters which I have found amongst my father's belongings are to be believed.

I am glad to hear of your appreciation of dad's work though, and I can assure you that I will do my level best to carry on the fine traditions of the Boggit family name.

As for your query regarding your problem with Mindscape's excellent Liberation, relax, because help is at hand. What you are experiencing is not a bug in the program, but an unfortunate fact of modern and no doubt futuristic life: crime.

Pickpockets are rife in Liberation, especially in the seedy underworld, and it comes as no surprise to me to find that you have become a victim of these scourges of society.

If you really want to keep something safe, then put it in your backpack. The armour plating will protect your essential possessions, and frustrate any would-be muggers. If the worst does happen and you are relieved of some vital piece of equipment, the only way to get it back is to kill the person who has just taken it from you. I know it all seems very bloodthirsty, but it's the only way to go about things if you want to survive.

Monkey Island

Q I am stuck in the adventure game Monkey Island. I have done all the three trials but I cannot do the next bit. I know you are supposed to go to the store and ask for a credit note but when I am in the store and try to speak I cannot ask for a credit note (or something like that Boggit). Please could you help me, pretty pretty please? PLEASE!!!

A desperate Kishore Kamath, Hull

A Ah Kishore, this is a common problem indeed, and one which is far too prevalent in the big world outside my leafy tree house home. This bane of everyday life is known as unemployment, and the island of Melee is not exempt from such social problems.

To get the credit note you must inform the storekeeper that you have a job. He will then go to open the safe. It is essential at this point that you make a note of the safe combination as a bit of sneaky thieving is required to get your mitts on the item you require. Ask the storekeeper to go and see the Swordmaster, and when he has left the shop, open the safe and take the credit note.

I hope that goes some way to alleviating your state of desperation Kishore, even if you did address your postcard to my dad instead of me!

Legend of Kyrandia

Q To the Boggit's replacement,
I am hopelessly stuck in Legend of Kyrandia. I am at the cave with a flute, magic spell and two flowers but Malcolm keeps coming out and freezing me in a block of ice.

Also why does the old man under the tree keep asking for his sandals?

Anyway, congratulations on your new position. Maybe you won't be as grumpy as the old Boggit was!

Kit Malloney, Leigh

A Thank you very much indeed for your kind wishes Kit, but I think I am going to have to go public with my real name at some time in the near future if I get any more letters addressed to 'The Boggit's replacement'. Anyway, as for your request, I am more than happy to help you out.

Regarding the problem with the cave, all you have to do is wait for Malcolm to show himself. He will then throw a knife at you to send you on your way. Throw the knife back and Malcolm will retreat into the cave, sealing the entrance behind with a block of ice. Playing your flute will shatter the ice and you will then be allowed to enter the cave.

Your second request is even simpler to answer. The man keeps asking for his sandals because he is a fashion victim from the early 1970s. He also turns up in a stripey tank top and purple loon pants near the end of the game (probably).

Just one final thing Kit before the next letter. I am disturbed to hear of my father's grumpy attitude in the past, but I can only put it down to the fact that in his solitary existence he was extremely lonely and no doubt permanently on heat. I can only apologise profusely for his actions and promise not to go down the same path myself.

On that apologetic note it's time to sign off once more. I'll try and answer a few more letters next month, and bring you further news and gossip from the treehouse in the wood. Goodbye and good luck.

Send your queries (and tips if you like) to:
Son of Boggit,
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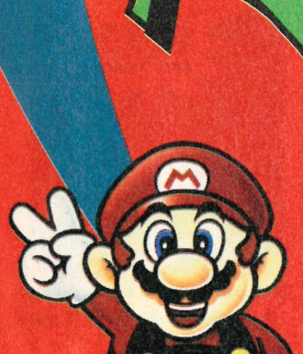

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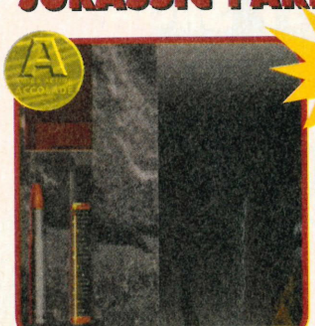

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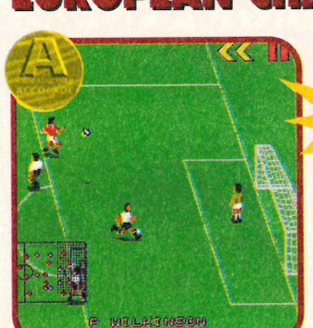

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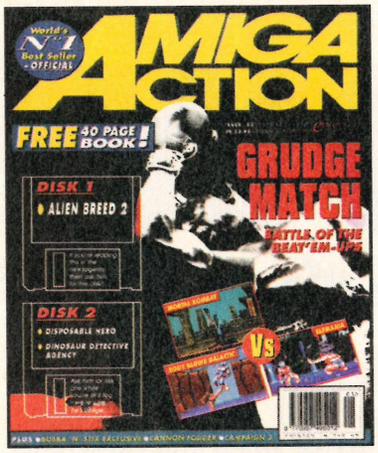
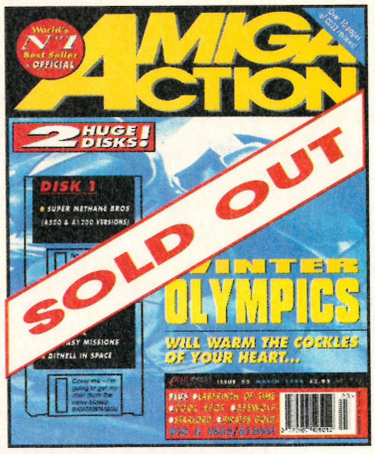


ISSUE 53 JAN '94. CODE 8494.

Cover – *Beat 'em-up Special.*
Coverdisk – *Alien Breed 2, Disposable Hero, Dinosaur Detective Agency.*
Features – *MysterX.*
Reviews – *Body Blows Galactic, Bubba 'n' Stix, Campaign 2, Cannon Fodder, Cyberpunks, Dino Detective Agency, Doofus, Jet Strike, Kingmaker, Liberation, Magic Boy, Microcosm, Mortal Kombat, Overkill, Sleepwalker CD32, Suburban Commando, When Two Worlds War, Zool 2.*
GTGAs – *Overdrive, Yo! Joe!* + **free GTGA book!**

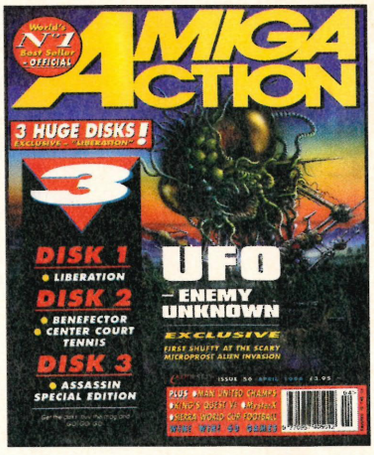
ISSUE 54 FEB '94. CODE 8495.

Cover – *Universe.*
Coverdisk – *Body Blows Galactic, Fury of the Furries, Baldy.*
Features – *MysterX, Twenty Best Games of 1993.*
Reviews – *Air Force Commander, 'Allo 'Allo, Champ Manager Italia, Combat Classics 2, Cosmic Spacehead, Dreamlands, Fantastic Dizzy, Fury of the Furries, Innocent Until Caught, Lamborghini, Mansell CD32, Settlers, Skid MArks, Star Trek, Switch Quiz, Zool CD32.*
GTGAs – *Monkey Island, Jurassic Park.*



ISSUE 55 MARCH '94. CODE 8496.

Cover – *Winter Olympics.*
Coverdisk – *Methane Bros A1200 & A500, Jet Strike Fantasy Missions, Dithell in Space.*
Features – *MysterX, Zeewolf, Starlord.*
Reviews – *Alf Chicken CD32, Assassin '94, Batman Returns, Cool Spot, Dangerous Streets, F1, Fatman, Global Domination, Goblins 3, Labyrinth, Pirates! Gold, Seek & Destroy, Sensible Soccer CD32, Snaperazzi, Tornado, Winter Olympics.*
GTGAs – *Star Trek 25th Anniversary, Goblins 3.*

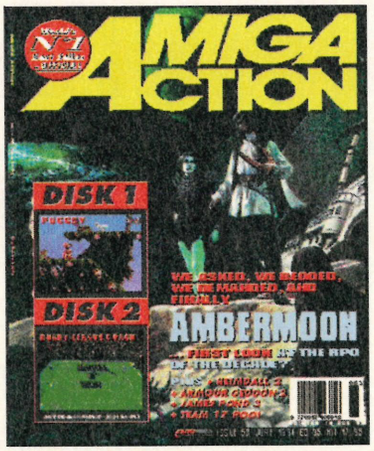


ISSUE 56 APRIL '94. CODE 8497.

Cover – *UFO: Enemy Unknown.*
Coverdisk – *Liberation (1.5meg), Center Court Tennis, Benefactor, Assassin '94.*
Features – *Soccer Kid animation, Psygnosis.*
Reviews – *Blue & Gray, Brian the Lion, Castles 2, Dennis, Fly Harder, King's Quest VI, Legacy of Sorasil, Man Utd Champions, Morph CD32, Puggsy, Ryder Cup, Sabr Team A1200, Seek & Destroy CD32, Simon the Sorcerer, Soccer Kid A1200, Super Methane Bros., Tube Warriors.*
GTGAs – *Simon Sorc., Police Quest, Goblins 3 pt2.*

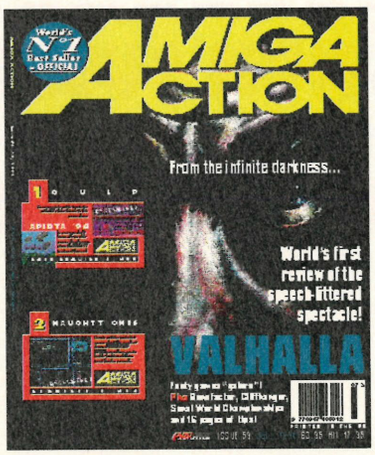
ISSUE 57 MAY '94 CODE 8498.

Cover – *James Pond 3*
Coverdisk – *Sierra Soccer World Challenge, Brian the Lion A1200*
Features – *James Pond 3, Audiogenic, Starlord Pt 2*
Reviews – *Darkmere, Bubba 'n' Stix CD32, Disposable Hero CD32, K240, Liberation A1200, Maelstrom, Mr. Nutz, Nick Faldo's Championship Golf CD32, Total Carnage, Trivial Pursuit CD32, Zool 2 A1200.*
GTGAs – *Liberation, Stardust, King's Quest V1, Police Quest Pt 2* + **free Cannon Fodder tips book.**



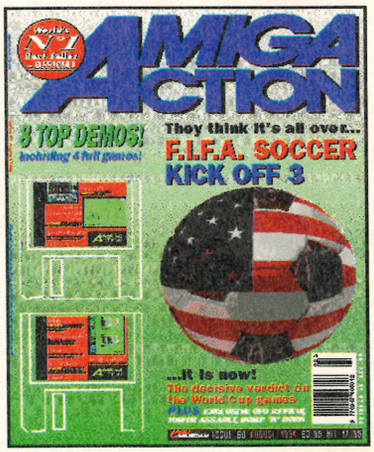
ISSUE 58 JUNE '94 CODE 8499.

Cover – *Ambermoon*
Coverdisk – *Puggsy, Rugby League Coach*
Features – *Who's Danny Flynn (science-fiction artist), computer game piracy*
Reviews – *Ambermoon, Heimdall 2, Bart Vs the World, James Pond 3, Monopoly, Arcade Pool, Armour-Geddon 2, Naughty Ones, Hanna Barbera Animation Workshop, Ultimate Bodyblows CD32, Apocalypse, Gunship 2000 CD32, Brutal Football CD32, Chaos Engine CD32, Global Effect CD32*
GTGAs – *Labyrinth, Leisure Suit Larry 1, Small Tips*



ISSUE 59 JULY '94 CODE 8500.

Cover – *Valhalla*
Coverdisk – *Gulp, Naughty Ones*
Features – *MysterX, Sensi Cup '94, May I Help, Sir?*
Reviews – *Benefactor, Empire Soccer '94, Fire & Ice CD32, Fury of the Furries CD32, Impossible Mission 2025, Lemmings (again) CD32, Second Samurai CD32, Sierra Soccer, Striker CD32, Tornado A1200, Traps 'n' Treasures, Valhalla, Wembley Rugby League, Zool 2 CD32*
GTGAs – *Beneath A Steel Sky, Naughty Ones, Innocent Until Caught*



ISSUE 60 AUGUST '93 CODE 8501.

Cover – *World Cup Football Games.*
Coverdisk – *Wembley International Soccer, D-Day, Goochy Cricket, Tic Tac Toe, Sensible Massacre, Missile Command, Simon.*
Features – *MysterX Part 5, ATR*
Reviews – *Banshee, Bubble & Squeak, Bump 'n' Burn, Cliffhanger, D-Day, Dracula, Elfmania, Frontier CD32, Impossible Mission CD32, Heimdall 2 CD32, Crash Dummies, International Sensi, Kick Off 3, Last Action Hero, Naughty Ones CD32, Out to Lunch, Quik the Thunder Rabbit, U.F.O, Wembley Soccer.*
GTGAs – *Son Of Boggit returns. Vallhalla.*

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Talk Back

Or indeed Talk Front. In fact, talk however the hell you like, but just talk, OK? And I'll reply

Literal translation

Being as though you asked for letters in July's edition of AA, I wondered whether you meant it. But then I decided that as you are a lollipop-sucking Graham Taylor hater, I thought you might need the lettuce to nibble on when you get a hunger pang in the middle of the night.

It might have gone off since I posted it, but I didn't coat it with any particular preservative – anyway, it tastes beter when it's pure and unadulterated.

Big Fig, Tamworth

PS. Was it you I saw at Glastonbury with the tea cosy on your head, or was that another lettuce lover from Plymouth?

You're right – it had gone off, but we gave it to Jim anyway because he's a tramp and will eat anything. Glastonbury? Oh yes, you'll certainly find me at a place like that wearing a Bjork t-shirt and wallowing in my own stink for days on end.

How about people sending us sweets now? In fact, for every letter containing £1's worth, we'll send a game. Crisps too!

TFX-cruciating

I don't often put printer to paper but at this moment I cannot help it. I have been waiting for TFX since it was advertised in your magazine in 1993 and the release date was said to be March 1994. I thought to myself, great, I can't wait for March to come along, but to my dismay March has come and gone. Then someone told me June so here I am June the 7th (ahem – Paul) waiting for TFX which has been billed the greatest Amiga game ever.

Immediate action had to be sought (is anyone following this? – Paul) so I phoned Ocean in Manchester and a very pleasant woman answered my call, and in the exact words:

ME: "Can you tell me when TFX will be released for the Amiga?"
NICE LADY AT OCEAN: "Is that for the 1200?"
ME: "Yes."
NICE LADY AT OCEAN: "First week in September."
ME: "What?"
NICE LADY AT OCEAN: "First week in September."
ME: "Thank you." (Manners, good, we like that – Paul)

So there you are! Three months to wait until TFX is out – how are we supposed to wait until the first week in September for this great program?

What are D.I.D. doing? I really would like to go and see, maybe give them a shove or listen to (their – Paul) excuses. The game has been out on the PC for some time now and the Amiga public will be getting very tired of waiting for this program. I know some people who actually upgraded to the A1200 for this one reason, but to their despair it is still not out.

By the time Ocean do realise (release? – Paul) it the novelty will have worn off and the market will be onto something else. I have had a computer of sorts for the past 15 years and I have purchased quite a few programs in my time, but the public don't like to wait for anything. So if software houses in general give a release date why not stick to it. I can understand that playtesting can reveal bugs and large routines may have to be re-written, but not for SIX MONTHS.

So here we are stuck without the mega TFX for another three months. How can we manage without it? Thank you for your time in reading this letter and I hope you do get round to printing it in your magazine but it is a bind waiting for all this excellent software to get released, I mean, would you honestly say you enjoy waiting for a game/program to be released?

Nick Barker (aged 26), Fulwood, Preston

PS. If I win a game can it be TFX.

Nick, might I suggest – gasp! – buying a different game to tide you over for now? Oh, and no, waiting for games to be released doesn't bother me one bit.
PS. You don't win a game but if you had, yes, it could have been TFX.

Busted!

I am the proud owner of an Amiga 500 and I'm looking to upgrade to the power of the CD32. I've been buying your fab mag since December, though it arrives here in New Zealand around three months late. After reading your fab March issue I went into a local computer store (Dick Smiths) [Thanks for that – Paul] to buy the CD32, Pirates Gold and Liberation.

Positives – the CD32 was now $200 (£70) cheaper at $700 (£225).

Negatives – they didn't have either game, and when I enquired as to why, they informed me that Commodore have gone bust and they wouldn't be getting any more games for another six months – and they are the only NZ company to stock the CD32!

What I need to know is if there is a future for the CD32 so I can decide whether or not to buy one. Also, is there software still being produced, and if so can I order it from Britain as there is no software available over here.

Jamie Hunt, Tauranga (we think), New Zealand

You'll have seen the latest developments in the news section Jamie, and I would imagine that by the time this magazine reaches you some time around Bonfire Night, the future of Commodore will be known.

At the time of writing (and I very much believe for some time to come) yes, there is a future for

Star Letter

It all adds up

Let me say something about computer games if you will, I suppose in defence of software companies. I'm a 30-year-old happily married woman who bought an Amiga CD32 about ten months ago after giving up work on account of chucking out a sprog, the last video machine I owned having been a Grandstand one when I was about 11.

I don't mind paying £25.30 for full price games (my husband thinks it's ridiculous but we can't all be boring pin-striped Telegraph readers can we?), and while I can sympathise with – without wanting to sound patronising – children and adults alike who can ill afford this price, it has to be said that they don't really have a point.

A game on sale at £25 will, I imagine, have been marked up by as much as 80% by the retailers, who in turn no doubt buy it from a central distribution agency, who probably mark it up by the same amount. So the distributors paid about £8 for it (I've got a calculator going here!)

Who knows how many games a company sells, but lets say this game sells 20,000. So the company have made £160,000, but even then you have to take away costs such as wages, which will be large over a period of a few months, and even basic things such as electricity and the like. I suspect that by the end of it the company still makes a tidy profit, but not nearly as much as most people think, and profit is the aim of the game after all.

Hey, maybe I'll even convince my husband with this logic! Keep up the good work.

Deb Southern, Bourneville, Birmingham

Blimey Deb, the software companies will love you. Unless of course you are from a software company and all this husband/baby stuff is a load of rubbish. I'm not sure just how exact your figures are, but everything you say is true (which makes me slightly suspicious), although I suspect that an average game sells a damn sight less than 20,000 copies. Have a game... Hmm, Deb from Bourneville indeed.

Talk Back

the CD32. It would be lunacy for Commodore (or whatever they become) to neglect it, because sales are going very well.

As far as software is concerened, again yes, it is still being developed – in fact I think we've only seen the tip of the iceberg as far as specifically designed games go.

But here's one of those "at the time of writing" things again: I would imagine that at the moment, publishers are watching the Commodore situation very carefully, because from their point of view there is little point – to say the least! – in developing a game that may not have a release platform in three months time.

But in all honesty, I can't see anything to worry about. Go buy one! Oh, mail order wise, Special Reserve simply charge £2 per package postage for overseas orders, and I would imagine that other compaines operate a similar policy.

High and dry

With the introduction of the A1200 and its AGA chip set, software companies have been making special enhanced editions of games.

What I want to know is how long it will be before they abandon the basic 5/600 altogether: ie. when will I have to swap my A500 for a 1200?

James Leaver, Adderbury, Banbury

The user base is such that basic machine owners like you and I are safe for some time yet. Obviously all the new Amigas sold are A1200s or higher, and I suspect that the present trend of releasing a "normal" version followed by an enhanced one some weeks later will simply be reversed. Don't worry.

Fame at last

You recently asked for famous people to write in to you, but until I read the letter from a fake Cindy Crawford I didn't have the nerve to put pen to paper, so thin is my claim to the limelight. Cindy didn't mind though, so here goes...

In the Summer of 1979 when I was six my family went on holiday to Barmouth, a place that to be honest I don't even know the whereabouts of, except that it's "down south". My brother and sister (who were then 10 and 14) took me along the beach one day to the Radio One Roadshow, which I remember absolutely nothing about. Apparently we couldn't get anywhere near the stage so instead went for an ice cream.

On returning from the kiosk on the beach I was bowled over by a "grown up", knocked flat to the floor in fact. My sister (an impetuous girl) pointed out this man's error to him, and what did he say? Sorry? Have another ice cream? No! He muttered (hiss boff – Paul) and walked away.

And the name of this man? None other than Tony Blackburn! Err, I told you it was a tenuous link, but do I win something anyway please.

Steven Carver, Gateshead

Of course you do Steven – the cheesier the better as far as we're concerned. Now if only we could find someone who got knocked off their bicycle by Ronnie Corbet pushing a supermarket trolley...

Jobsearch

I humbly write to you to express my sheer love, compasion and loyalty to your kingly mag. There is no doubt that AA is the best, and that it will be the bannana (er, I mean apple) of my eye for many centuries to some.

Now that you folk's are nicely buttered up I demand a job as one of your reviewers. If I don't get it then I will buy Amiga Format from now on. Here are the advantages of taking me on as a reviewer:

- It will make me emmensly chuffed, and I don't mind not getting paid, for the experience alone will be enough to make my ears flap.
- You can probably get some publicity

Laith B, Oxshatt, Surrey

Take a look at the highlighted words Laith, then take a look at a dictionary, then take a long hard look at yourself and ask "Am I really right for the job?" And why do you live in a place that sounds like bovine excretia?

Bloody ludicrous

I am writing to complain about the duff disks place, TIB, and Amiga Action's pig ignorance regarding personal letters.

On March '94 issue there were two disks, Super Methane Brothers and one with two games on it. When I bought the mag, it happened to be in the drawer, and as the date was rapidly approaching the sale date of the next issue you can probably see that there was a lack of them left on the shelves. Therefore I had no option but to buy the one in the drawer, and both disks were Super Methane Brothers.

I sent one back to TIB with a letter explaining the situation, and about a week later received a package from them – Super Methane Brothers again. I guess they'd ignored the letter, copied SMB onto it unnecessarily, and sent it back to me.

After this I sent the disk, an address label and a stamp to T. Hardman who compiled the disks, which I know you shouldn't do. Deliberately ignoring someone's plea is downright rude, especially when they have paid for postage.

You specify that we shouldn't send things to the offices because we won't get a reply, but why? Us readers have taken the time to write to you, so can't you find the time to write to us?

I suggest you tell everyone just WHY OH WHY you can't respond to personal letters. It's bloody ludicrous. I'm asking you now to please print this letter and PLEASE replace coverdisk #1, which I sent to you yonks ago, for coverdsk #2. It's a shame to have to write this letter but this rigmarole shouldn't happen to people who pay near on £4 for Amiga Action.

Just one more thing, why can't you put more stuff into AA? You invariably have just over 100 pages for £3.95, whereas Amiga Computing has nearly 200 pages for £3.99, and what's more Amiga computing gives away some pretty nifty software.

Do AC buyers pay 4p for 100 extra pages and somewhat excellent utility programs? You don't see AC buyers forking out £7 or more for their mag do you? Both magazines have the same publisher, Europress (cheers, I'll remember that – Paul) and are situated in the same building are they not?

You could arrange AA to have two or three small tips pages in one section, and adverts in another section. Colour coding the individual sections like Amiga Format allows sections to be–

K. Bailey, Jarrowm Tyne & Wear

We'll leave it there thanks K., even though you strangely sing our praises before – finally – signing off.

Not quite sure what this £7 business is, I must admit, so I'll attempt to address your salient point, that of unanswered mail. Quite simply, there are 55,000 of you, and four of us, see. And the reason we don't have 200 pages of technical info is... da-da-da-da-da-da–daaaaa! – we're a games mag. By the way, disk two is on the way. Oh, Amiga Computing have on average 95 pages of editorial compared to our 85.

Someone likes us

I was flipping through the pages of my recent Amiga Action just the other day and I must congratulate you on making it so damn funny! I have only had limited access to your competitor rags (at friends' houses etc.), but they have nothing on you as far as wit and humour are concerned.

The reference to "Jezza's Conk" brought a hefty smile, but the World Cup wall chart stole the show. Of course you were wrong in saying that Saudi Arabia are downright poor. Owairan's goal was the best I've ever seen, and overall they were excellent, but I can't hold that against you with the laughs you provide me every month. Do me a favour – bring back the reviews of Silva the dog; it's nice to see that some people still have some imagination. Keep up the great work – it's ruddy well kiff!

Neal Maidment, Gwent

PS. Has anyone noticed that the Republic of Ireland can only win when they wear their green shirts? Could you please mention my new game for the CD32 – Phil Babb's World Championship Glory.

We've got better memories than you think you know, and I seem to recall that Silva is in fact your canine friend. Thanks for the crawling though – that kind of thing is always welcome and I might send you a game if I get round to it.

PS. No, but I have noticed that they only win the unimportant games. But hey – the lads need water y'know.

Send your letters to:

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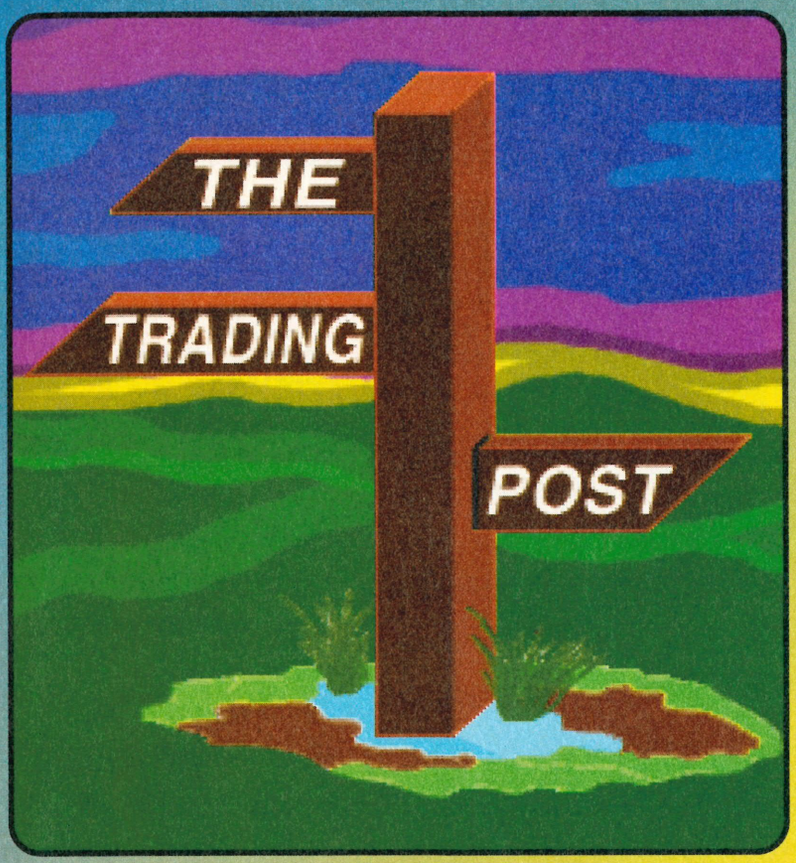

David West, an ex RAF Pilot with over 20 years service, took part in the Normandy Landings. Now 83 years old, and a widower, he recently suffered two strokes resulting in poor circulation in both legs and deafness. A man used to fending for himself, he found it increasingly difficult to cope at home. David's local RAF Association Welfare Officer arranged for him to move into Sussexdown, our nursing home in Storrington. He is now receiving the care he needs, back with his RAF family.

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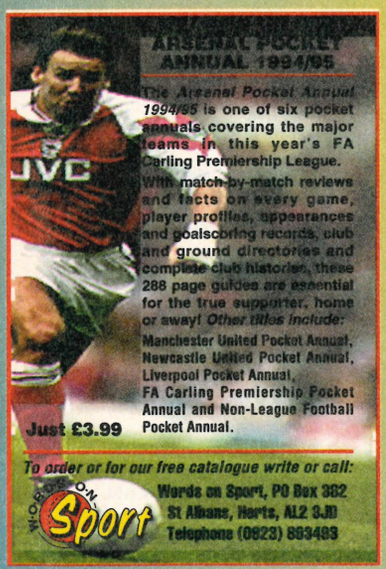

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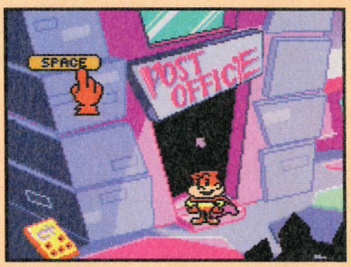
Arcade Adventure

1 **FIRST SAMURAI**
Mirrorsoft
2 **ROBOCOP 3**
Ocean
3 **D/GENERATION**
Mindscape
4 **SECOND SAMURAI**
Psygnosis
5 **HUNTER**
Activision
6 **ANOTHER WORLD**
US Gold

7 **JURASSIC PARK**
Ocean
8 **HEIMDALL**
Core Design
9 **THE IMMORTAL**
Electronic Arts
10 **GOLD OF THE AZTECS**
US Gold
11 **CADAVER**
Renegade
12 **MOONSTONE**
Mindscape
13 **CORPORATION** + Mission Disk
Core Design
14 **SPACE CRUSADE**
Gremlin
15 **HERO QUEST** + Data Disk
Gremlin
16 **ASHES OF EMPIRE**
Mirage
17 **CYBERCON III**
US Gold
18 **SWORD OF HONOUR**
DMI
19 **LORDS OF TIME**
Software Business
20 **XENOMORPH**
Ubisoft
21 **BARBARIAN II**
Palace
22 **SHADOW OF THE BEAST III**
Psygnosis
23 **ROCKET RANGER**
Cinemaware
24 **CAME FROM THE DESERT** +Ant Head
Cinemaware
25 **HORROR ZOMBIES/THE CRYPT**
Millennium
26 **UNREAL**
Ubisoft
27 **KULT**
Ubisoft
28 **OBITUS**
Psygnosis
29 **CRYSTALS OF ARBOREA**
Silmarils
30 **VOODOO NIGHTMARE**
Activision
31 **LAST NINJA 3**
System 3
32 **ABANDONED PLACES**
Electronic Zoo
33 **ZOMBI**
Ubisoft
34 **NINJA REMIX**
System 3
35 **COLORADO**
Ubisoft
36 **BLOODWYCH** +Data Disks
Mirrorsoft
37 **COLDITZ**
Digital Magic
38 **HEAD OVER HEELS**
Ocean
39 **INDY/FATE OF ATLANTIS**
Lucasfilm
40 **HARE RAISING HAVOC**
Infogrames
41 **B.A.T.**
Ubi Soft
42 **MERCENARY III**
Novagen
43 **SHADOW OF THE BEAST II**
Psygnosis
44 **DIZZY'S EXCELLENT ADV**
CodeMasters
45 **THE SIMPSONS**
Ocean
46 **DEATH TRAP**
Anco
47 **DRAGON'S LAIR III**
Readysoft
48 **TREASURE TRAP**
CodeMasters
49 **SHADOW OF THE BEAST**
Psygnosis
50 **INFESTATION**
Unknown
51 **RESOLUTION 101**
Millennium/UBI
52 **NEUROMANCER**
Unknown
53 **RAN XEROX**
Ubi Soft
54 **BATMAN - CAPED CRUSADER**
Ocean
55 **WEIRD DREAMS**
Rainbow Arts
56 **SPACE ACE II**
Readysoft
57 **SIR FRED**
Ubisoft
58 **HEROES OF THE LANCE**
US Gold
59 **STORMLORD**
Unknown
60 **THUNDERBIRDS**
Teque/UBI
61 **GHOSTBUSTERS 2**
Activision
62 **BOROBODUR**
Thalamus
63 **BRIDES OF DRACULA**
Gonzo Games
64 **NIGHTBREED (INTERACTIVE)**
Ocean
65 **GUY SPY**
Readysoft
66 **THE RETURN OF MEDUSA**
Unknown
67 **OMNICRON CONSPIRACY**
Unknown
68 **BLADE WARRIOR**
Unknown
69 **CHAOS IN ANDROMEDA**
Arc
70 **BADLANDS PETE**
Arc
71 **UNIVERSAL MONSTERS**
Ocean
72 **SPACE ACE**
Readysoft
73 **DRAGONS LAIR 2**
Readysoft
74 **SINGE'S CASTLE**
Readysoft
75 **DRAGON'S LAIR**
Readysoft
76 **BARBARIAN**
Palace
77 **OBLITERATOR**
Unknown
78 **CRIME DOES NOT PAY**
Empire
79 **KRISTAL**
Unknown
80 **GALDREGON'S DOMAIN**
Unknown
81 **EYE OF HORUS**
Millenium
82 **PYRAMAX**
Unknown
83 **THEME PARK MYSTERY**
Mirrorsoft
84 **BARBARIAN II**
Psygnosis
85 **PAC LAND**
Unknown
86 **THREE STOOGES**
Cinemaware
87 **HEART OF THE DRAGON**
Dynamix
88 **MICKEY MOUSE**
US Gold
89 **BEASTLORD**
Grandslam
90 **AQUANAUT**
Fission Chips

Adventure

1 **VALHALLA**
Vulcan
2 **BENEATH A STEEL SKY**
Virgin
3 **MONKEY ISLAND 2**
US Gold
4 **INDY/FATE OF ATLANTIS**
US Gold
5 **STAR TREK**
Interplay
6 **SIMON THE SORCERER**
PDQ
7 **LEGEND OF KYRANDIA**
Virgin
8 **LURE OF THE TEMPTRESS**
Virgin
9 **SECRET OF MONKEY ISLAND**
US Gold
10 **CURSE OF ENCHANTIA**
Core Design
11 **RISE OF THE DRAGON**
Dynamix
12 **DARK SEED**
Cyberdreams
13 **LABYRINTH OF TIME**
Electronic Arts
14 **MADDOG WILLIAMS**
Game Crafters
15 **INDY/LAST CRUSADE**
Lucasfilm
16 **KGB**
Virgin
17 **MEAN STREETS**
US Gold
18 **KINGS QUEST VI**
Sierra
19 **OPERATION STEALTH**
US Gold
20 **LEISURE SUIT LARRY 5**
Sierra
21 **CRUISE FOR A CORPSE**
US Gold
22 **WAXWORKS**
Accolade
23 **COSMIC SPACEHEAD**
Codemasters

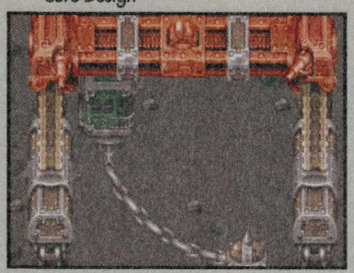


24 **ELVIRA/MISTRESS OF DARK**
Accolade
25 **ELVIRA II/JAWS OF CERBERUS**
Accolade
26 **KING'S QUEST SERIES**
Sierra
27 **HEART OF CHINA**
Dynamix
28 **MANIAC MANSION**
Eldersoft
29 **NIPPON SAFES INC**
DMI
30 **INNOCENT UNTIL CAUGHT**
Psygnosis
31 **LOOM**
US Gold
32 **WILLY BEAMISH**
Sierra
33 **HITCHHIKERS GUIDE**
Infocom
34 **CODENAME: ICEMAN**
Sierra
35 **POLICE QUEST SERIES**
Sierra
36 **FUTURE WARS**
US Gold
37 **LEATHER GODDESSES**
Infocom
38 **LEISURE SUIT LARRY 1, 2 & 3**
Sierra
39 **SPACE QUEST IV**
Sierra
40 **SPACE QUEST 1, 2 & 3**
Sierra
41 **DUNE**
Virgin
42 **TRIAL BY FIRE**
Sierra
43 **ZAK MCKRAKEN**
Lucasfilm
44 **ZORK TRILOGY**
Infocom
45 **SUSPICIOUS CARGO**
Gremlin

46 **WONDERLAND**
Virgin
47 **DEMONIAK**
Silmarils
48 **PLAN 9 FROM OUTER SPACE**
Gremlin
49 **MAUPITI ISLAND**
Lankhor
50 **PLANETFALL**
Infocom
51 **GUILD OF THIEVES**
Rainbird
52 **STATIONFALL**
Infocom
53 **B.A.T. II**
Ubi Soft
54 **INNOCENT UNTIL CAUGHT**
Psygnosis
55 **CONQUESTS OF CAMELOT**
Sierra
56 **LURKING HORROR**
Unknown
57 **ULTIMA SERIES**
Origin Mindscape
58 **MANHUNTER SERIES**
Sierra
59 **HOOK**
Ocean
60 **B.A.T.**
Ubi Soft
61 **DEJA-VU 1+2**
Mirrorsoft
62 **SHOGUN**
Infocom
63 **SPELLBREAKER**
Infocom
64 **WISHBRINGER**
Infocom
65 **CHRONOQUEST SERIES**
Psygnosis
66 **ENCHANTER**
Infocom
67 **SORCEROR**
Infocom
68 **BEYOND ZORK**
Infocom
69 **ZORK ZERO**
Infocom
70 **SUSPECT**
Infocom
71 **BUREAUCRACY**
Rainbow Arts
72 **DEADLINE**
Infocom
73 **TIME**
Rainbird
74 **INFIDEL**
Infocom
75 **CORRUPTION**
Rainbird
76 **FISH**
Rainbird
77 **JINXTER**
Rainbird
78 **THE PAWN**
Rainbird
79 **SUSPENDED**
Infocom
80 **TIMES OF LORE**
Origin
81 **COLONEL'S BEQUEST**
Sierra
82 **WEEN**
Loriciel
83 **GOLDRUSH!**
Sierra
84 **FASCINATION**
Digital Integration
85 **STARCROSS**
Ubisoft
86 **HOLLYWOOD HI-JINX**
Infocom
87 **TRINITY**
Ubisoft
88 **A MIND FOREVER VOYAGING**
Infocom
89 **BLACK CAULDRON**
Infocom
90 **NIGHT ORC**
Rainbird

Shoot 'em-up

1 **CHAOS ENGINE**
Renegade
2 **DESERT STRIKE**
Electronic Arts
3 **ALIEN BREED 2**
Team 17
4 **BANSHEE**
Core Design



5 **PROJECT-X**
Team 17
6 **ALIEN BREED '92**
Team 17
7 **BLOOD MONEY**
Psygnosis
8 **ALIEN BREED**
Team 17
9 **TURRICAN 3**
Renegade
10 **SEEK AND DESTROY**
Mindscape
11 **WALKER**
Psygnosis
12 **SILKWORM**
Virgin
13 **SWIV**
The Sales Curve
14 **TURRICAN 2**
Rainbow Arts
15 **OVERKILL**
Mindscape
16 **URIDIUM 2**
Renegade
17 **BLASTAR**
Core
18 **JET STRIKE**
Alternative
19 **CYBERPUNKS**
Core Design
20 **SIMULCRA**
MicroStyle
21 **XENON II - MEGABLAST**
Renegade
22 **THE KILLING GAME SHOW**
Psygnosis
23 **X-OUT**
Rainbow Arts
24 **DISPOSABLE HERO**
Gremlin
25 **T2 ARCADE**
Virgin
26 **Z-OUT**
Rainbow Arts
27 **APIDYA**
Blue Byte
28 **R-TYPE II**
Activision
29 **MIDNIGHT RESISTANCE**
Ocean
30 **FIREFORCE**
ICE
31 **MICROCOSM**
Psygnosis
32 **ALCATRAZ**
Infogrames
33 **PANG**
Ocean
34 **VENUS**
Gremlin
35 **EPIC**
Ocean
36 **APOCALYPSE**
Virgin
37 **R-TYPE**
Activision
38 **BATTLE SQUADRON**
Ubisoft
39 **AMNIOS**
Psygnosis
40 **WOLFCHILD**
Core Design
41 **SPACE GUN**
Ocean
42 **LETHAL XCESS**
Grandslam
43 **RUBICON**
21st Century
44 **WING COMMANDER**
Mindscape
45 **ANARCHY**
Unknown
46 **OPERATION THUNDERBOLT**
Ocean
47 **MEAN ARENAS**
Ice
48 **WINGS OF DEATH**
Thalion
49 **WARZONE**
Core Design
50 **ESCAPE FROM THE ROBOT**
Unknown
51 **MONSTERS**
Ubisoft
52 **STELLAR 7**
Sierra
53 **ORK**
Psygnosis
54 **STARDUST**
Daze
55 **VIDEO KID**
Gremlin
56 **FLY HARDER**
Krysalis
57 **PEGASUS**
Gremlin
58 **HOSTILE BREED**
Palace
59 **BONANZA BROS**
US Gold
60 **FIREHAWK**
Codemasters
61 **FANTASTIC VOYAGE**
Ubisoft
62 **STRIDER II**
US Gold
63 **ATOMIC ROBO-KID**
Activision
64 **THE EXECUTIONER**
Audiogenic
65 **ARMALYTE**
Thalamus
66 **OPERATION WOLF**
Ocean
67 **SHADOW DANCER**
US Gold
68 **SUPER SPACE INVADERS**
Domark
69 **LINE OF FIRE**
US Gold
70 **XENON**
Renegade
71 **MONTY PYTHON**
Virgin
72 **TERMINATOR 2**
Ocean
73 **SUPER SKWEEK**
Loriciel
74 **BATTLESTORM**
Ubisoft
75 **ROBOCOP 2**
Ocean
76 **AGONY**
Psygnosis
77 **STARUSH**
Ubisoft
78 **MERCS**
US Gold
79 **BAAL**
Unknown
80 **CAVITAS**
Unknown
81 **ALIEN STORM**
US Gold
82 **WARLOCK THE AVENGER**
Millennium
83 **CARDIAXX**
Electronic Zoo/Team 17
84 **TOTAL CARNAGE**
ICE
85 **WESTPHASER**
Loriciel
86 **FIRE AND FORGET**
Titus
87 **STARRAY**
Logotron
88 **PREDATOR II**
Mirrorsoft
89 **GHOST BATTLE**
Thalion
90 **FRENETIC**
Audiogenic
91 **THE SPY WHO LOVED ME**
Domark
92 **TOTAL RECALL**
Ocean
93 **UNDER PRESSURE**
Electronic Zoo
94 **BACK TO THE FUTURE 3**
Mirrorsoft
95 **MENACE**
Psygnosis
96 **SAINT DRAGON**
Domark
97 **DALEK ATTACK**
Alternative
98 **THUNDERJAWS**
Domark
99 **ZONE WARRIOR**
Electronic Arts
100 **U.N. SQUADRON**
US Gold

Sports Simulation

1 **SENSIBLE SOCCER V1.1**
Renegade
2 **GOAL**
Virgin
3 **SPEEDBALL 2**
Renegade
4 **PRO TENNIS TOUR 2**
Ubi Soft
5 **MAN UTD LEAGUE CHAMPS**
Krysalis
6 **JOHN MADDEN**
Electronic Arts
7 **PGA TOUR GOLF** + Data Disk
Electronic Arts

8 **PREMIER MANAGER 2**
Gremlin
9 **GRAHAM GOOCH CRICKET**
Audiogenic
10 **PREMIER MANAGER**
Gremlin
11 **MICROPROSE GOLF**
MicroProse
12 **WORLD CLASS RUGBY**
Audiogenic
13 **BRUTAL SPORTS FOOTBALL**
Millennium

14 **WINTER OLYMPICS**
U.S. Gold
15 **EUROPEAN CHAMPIONS**
Ocean
16 **PLAYER MANAGER**
Anco
17 **SPEEDBALL**
Renegade
18 **JIMMY WHITE'S SNOOKER**
Virgin
19 **ARCHER MACLEAN'S POOL**
Virgin
20 **WORLD CLASS LEADERBOARD**
US Gold
21 **SIERRA SOCCER**
Sierra (obviously)
22 **ARCADE POOL**
Team 17
23 **LINKS**
US Gold
24 **THE MANAGER**
US Gold
25 **GAMES: SUMMER EDITION**
US Gold
26 **CHAMP MANAGER '93**
Domark
27 **AMERICAN GLADIATORS**
Gametek
28 **NICK FALDO'S CHAMP GOLF**
Grandslam
29 **CHAMPIONSHIP MANAGER**
Domark
30 **KICK OFF 2**
Anco
31 **TENNIS CUP**
Loriciel
32 **TV SPORTS FOOTBALL**
Mindscape
33 **CALIFORNIA GAMES**
US Gold
34 **WEMBLEY RUGBY LEAGUE**
Audiogenic
35 **STRIKER**
Rage
36 **PRO TENNIS TOUR**
Ubi Soft
37 **JAHANGIR KHAN SQUASH**
Krisalis
38 **GRAHAM TAYLOR'S**
Krisalis
39 **RBI 2 BASEBALL**
Mindscape
40 **DISC**
Loriciel
41 **THE AQUATIC GAMES**
Millennium
42 **TV SPORTS BASKETBALL**
Mindscape
43 **SUPER SPORT CHALLENGE**
Daze
44 **RYDER CUP**
Ocean
45 **TENNIS CUP 2**
Loriciel
46 **LIVERPOOL**
Grandslam
47 **WINTER SUPERSPORTS '92**
Flair
48 **J BARNES EURO FOOTBALL**
Krisalis
49 **ZANY GOLF**
Ubisoft
50 **EURO SOCCER**
Flair
51 **MAN UNITED - EUROPE**
Krislais
52 **TV SPORTS BASEBALL**
Mindscape
53 **FIENDISH FREDDY**
Tynesoft
54 **INTERNATIONAL SPORTS**
Empire
55 **MASTER BLAZER**
Rainbow Arts
56 **TIP OFF**
Anco
57 **EUROPEAN FOOTBALL CHAMP**
Krysalis
58 **WAYNE GRETZKY HOCKEY 2**
Bethesda
59 **MICROPROSE SOCCER**
MicroProse
60 **INTERNATIONAL SOCCER**
MicroProse
61 **SUPERSKI 2**
Microids
62 **THE CARL LEWIS CHALLENGE**
Psygnosis
63 **CALIFORNIA GAMES II**
US Gold
64 **MEGA SPORTS**
Ubisoft
65 **GRAND MONSTER SLAM**
Rainbow Arts
66 **WORLD GAMES**
US Gold
67 **PROJECTYLE**
Electronic Arts
68 **PURPLE SATURN DAY**
Infograms
69 **ADVANTAGE TENNIS**
Ubisoft
70 **EMPIRE SOCCER**
Empire
71 **WWF WRESTLEMANIA**
Ocean
72 **STORMBALL**
Millennium
73 **ITALY 1990**
US Gold
74 **FACE OFF ICE HOCKEY**
Krisalis
75 **BILLIARDS II**
Infograms
76 **REBEL RACER**
Unknown
77 **I PLAY 3D SOCCER**
I-Play
78 **WORLD CHAMP SOCCER**
Unknown
79 **STEVE DAVIS SNOOKER**
CDS
80 **FOOTBALL MANAGER 2**
Addictive
81 **JACK NICKLAUS GOLF**
Gremlin
82 **FOOTBALLER OF THE YEAR 2**
Gremlin
83 **3D TENNIS**
Unknown
84 **WILD WHEELS**
Ocean
85 **RUGBY/THE WORLD CUP**
Infogrames
86 **SUPER LEAGUE MANAGER**
Unknown
87 **EUROPEAN SUPERLEAGUE**
Unknown
88 **TOURNAMENT GOLF**
Unknown
89 **MANCHESTER UNITED**
Krisalis
90 **CIRCUS GAMES**
Unknown
91 **ADIDAS SOCCER**
Ocean
92 **SLIDERS**
Palace
93 **INTER. RUGBY CHALLENGE**
Domark
94 **SUPERSOCCER**
Ubisoft
95 **PASSING SHOT**
Unknown
96 **GRAND NATIONAL**
Unknown
97 **MEAN 18**
Accolade
98 **THE GAMES ESPANIA '92**
Ocean
99 **ADIDAS TENNIS**
Ocean
100 **ITALIA '90**
US Gold

Flight Simulation

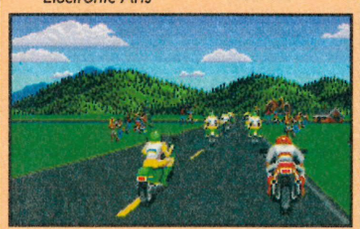
1 **REACH FOR THE SKIES**
Virgin
2 **FLIGHT OF THE INTRUDER**
Mirrorsoft
3 **GUNSHIP 2000**
MicroProse

4 **FALCON & MISSION** *Disks 1 & 2*
Mirrorsoft
5 **TORNADO**
Digital Integration
6 **F117A**
Microprose
7 **COMBAT AIR PATROL**
Psygnosis
8 **B17 FLYING FORTRESS**
MicroProse
9 **DOGFIGHT**
MicroProse
10 **THUNDERHAWK**
Core Design
11 **F-19 STEALTH FIGHTER**
MicroProse
12 **THEIR FINEST HOUR** *+ Data Disk*
Lucasfilm
13 **F-16 COMBAT PILOT**
Digital Integration
14 **A320 AIRBUS USA**
Thalion
15 **BATTLEHAWKS 1942**
Lucasfilm
16 **FIGHTER BOMBER**
Activision
17 **A320 AIRBUS**
Thalion
18 **A-10 TANK KILLER V1.5**
Sierra
19 **GUNSHIP**
MicroProse
20 **BIRDS OF PREY**
Electronic Arts
21 **SHUTTLE**
Virgin
22 **PROFLIGHT**
Hi Soft
23 **INTERCEPTOR**
Unknown
24 **FLIGHT SIMULATOR 2**
Sublogic
25 **KNIGHTS OF THE SKY**
MicroProse
26 **MIG-29M SUPER FULCRUM**
Domark
27 **F-29 RETALIATOR**
Ocean
28 **F-15 STRIKE EAGLE II**
MicroProse
29 **A-10 TANK KILLER**
Sierra
30 **MIG-29 FULCRUM**
Domark
31 **TOWER FRA**
Unknown
32 **WINGS**
Cinemaware
33 **SKYCHASE**
Microprose
34 **F-15 STRIKE EAGLE**
MicroProse
35 **ATF II**
Digital Integration
36 **FIGHTER DUEL PRO**
Jaeger Software
37 **CHUCK YEAGER**
Electronic Arts
38 **RED BARON**
Dynamix
39 **STRIKE FORCE HARRIER**
Digital Integration
40 **BLUE MAX**
Unknown

Racing

1 **SKIDMARKS**
Acid Software
2 **LOTUS ESPRIT TURBO CHALL**
Gremlin
3 **BUMP N BURN**
Grandslam
4 **FORMULA ONE GRAND PRIX**
MicroProse
5 **SUPERCARS 2**
Gremlin
6 **LOTUS TURBO CHALLENGE II**
Gremlin
7 **OVERDRIVE**
Team 17
8 **STUNT CAR RACER**
MicroStyle
9 **NO SECOND PRIZE**
Thalion
10 **NITRO**
Psygnosis
11 **LOTUS III**
Gremlin
12 **LAMBORGHINI**
Titus
13 **F17 CHALLENGE**
Team 17
14 **MICRO MACHINES**
CodeMasters
15 **JAGUAR XJ220**
Core Design
16 **HARLEY DAVIDSON**
Mindscape
17 **F1**
Domark
18 **VROOM**
Unknown
19 **BILL ELLIOT'S NASCAR**
Gametek
20 **CRAZY CARS 3**
Titus
21 **INDIANAPOLIS 500**
Electronic Arts
22 **NIGEL MANSELL**
Gremlin

23 **SUPER MONACO GP**
US Gold
24 **TEST DRIVE 2**
Accolade
25 **TOYOTA RALLY**
Gremlin
26 **COMBO RACER**
Gremlin
27 **SUPER OFF ROAD RACER**
Virgin
28 **SUPER CARS**
Gremlin
29 **TEAM SUZUKI**
Gremlin
30 **LOMBARD RAC RALLY**
Mandarin
31 **SUPER HANG-ON**
Activision
32 **JUPITER'S MASTERDRIVE**
Ubi Soft
33 **RVF HONDA**
MicroStyle
34 **INDY HEAT**
The Sales Curve
35 **PSYBORG**
Loriciel
36 **4D SPORTS DRIVING**
Mindscape
37 **OUTRUN EUROPA**
US Gold
38 **HARD DRIVIN' II**
Domark
39 **ROAD RASH**
Electronic Arts



40 **GRAND PRIX CIRCUIT**
Unknown
41 **TURBO OUTRUN**
US Gold
42 **HARD DRIVIN'**
Domark
43 **BADLANDS**
Domark
44 **PRIME MOVER**
Psygnosis
45 **THE CYCLES**
Ubisoft
46 **CHASE HQ II**
Ocean
47 **POWERDROME**
Ubisoft
48 **OVERLANDER**
Elite
49 **TEST DRIVE**
Accolade
50 **BURNING RUBBER**
Ocean
51 **RED ZONE**
Psygnosis
52 **CISCO HEAT**
Mirrorsoft
53 **RACE DRIVIN'**
Domark
54 **MOONSHINE RACERS**
Millennium
55 **FERRARI FORMULA 1**
Virgin
56 **THE ULTIMATE RIDE**
Mindscape
57 **HOTROD**
Activision
58 **GRAND PRIX MASTER**
Codemasters
59 **CHASE HQ**
Ocean
60 **HIGHWAY PATROL 2**
Infogrames

Beat 'em-up

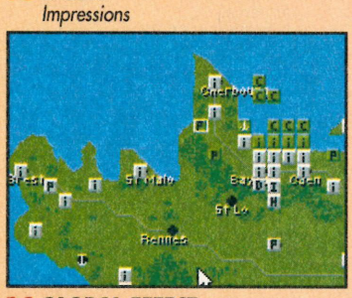
1 **MORTAL KOMBAT**
Virgin
2 **ELFMANIA**
Renegade

3 **IK+**
System 3
4 **BODY BLOWS**
Team 17
5 **PANZA KICK BOXING**
Futura
6 **TORVAK THE WARRIOR**
Core Design
7 **BODY BLOWS GALACTIC**
Team 17
8 **BUDOKAN**
Electronic Arts
9 **STREETFIGHTER II**
US Gold
10 **ORIENTAL GAMES**
Unknown
11 **AFTER THE WAR**
Dynamic
12 **VIGILANTE**
US Gold
13 **WRATH OF THE DEMON**
Readysoft
14 **SHADOW WARRIORS**
Ocean
15 **FINAL FIGHT**
US Gold
16 **NINJA WARRIORS**
Virgin
17 **GOLDEN AXE**
Virgin
18 **SWORD OF THE SODAN**
Activision
19 **CHAMBERS OF SHAOLIN**
Grandslam
20 **METAL MASTERS**
Infogrames
21 **BLACK TIGER**
US Gold
22 **DARKMAN**
Ocean
23 **SKULL AND CROSSBONES**
Domark
24 **DOUBLE DRAGON III**
Virgin
25 **DYNASTY WARS**
US Gold
26 **PITFIGHTER**
Domark
27 **FULL CONTACT**
Team 17
28 **TMHT**
Mirrorsoft
29 **DINOWARS**
Unknown
30 **NIGHTBREED (ARCADE)**
Ocean
31 **ROGUE TROOPER**
Krysalis
32 **DOUBLE DRAGON II**
Virgin
33 **LAST NINJA 2**
System 3
34 **IVANHOE**
Ocean
35 **WILD STREETS**
Titus
36 **DR DOOMS REVENGE**
Entertainment International

37 **COUGAR FORCE**
Tomahawk
38 **TURTLES 2/ARCADE GAME**
Mirrorsoft
39 **DANGEROUS STREETS**
Flair
40 **WWF II**
Ocean

Strategy

1 **SETTLERS**
Kompart
2 **UFO**
Microprose
3 **POWERMONGER** + *Data Disk*
Electronic Arts
4 **UTOPIA** + *Data Disk*
Gremlin
5 **MEGA LO MANIA**
Mirrorsoft
6 **POPULOUS II**
Electronic Arts
7 **CIVILISATION**
MicroProse
8 **DUNE II**
Virgin
9 **K240**
Gremlin
10 **PIRATES! GOLD**
MicroProse
11 **CAESAR**
Impressions
12 **SABRE TEAM**
Krisalis
13 **D-DAY**
Impressions



14 **GLOBAL EFFECT**
Electronic Arts
15 **DREADNOUGHTS**
Turcan Research
16 **CAMPAIGN 2**
Empire
17 **GENGHIS KHAN**
Infogrames
18 **GENESIA**
Mindscape
19 **SIM CITY DELUXE**
Infogrames
20 **SIMCITY** +*Terrain Editor*
Infogrames
21 **A-TRAIN**
Maxis
22 **CAESAR DELUXE**
Impressions
23 **PERFECT GENERAL**
Impressions
24 **SUPREMACY**
Unknown
25 **CELTIC LEGENDS**
Ubi Soft
26 **GLOBAL DOMINATION**
Impressions
27 **BANDIT KINGS**
Unknown
28 **BATTLE ISLE** + *Data Disk*
Blue Byte
29 **POPULOUS** +*Promised Lands*
Electronic Arts
30 **RAILROAD TYCOON**
MicroProse

31 **RAGNAROK**
Mirage
32 **AIRFORCE COMMANDER**
Impressions
33 **CAMPAIGN** + *Data Disk*
Empire
34 **REALMS**
Virgin
35 **THE PATRICIAN**
Daze
36 **CENTURION**
CCS
37 **BREACH 2**
Impressions
38 **HARPOON** + *Data Disk*
Mirrorsoft
39 **MURDER**
US Gold
40 **LASER SQUAD**
Krisalis
41 **ROME AD92**
Millennium
42 **VIKINGS**
Thalamus
43 **BREACH**
Impressions
44 **PALADIN**
Impressions
45 **SIM EARTH**
Ocean
46 **DEUTEROS**
Activision
47 **HISTORYLINE 1914-1918**
Blue Byte
48 **BLUE AND THE GRAY**
Impressions
49 **SIMANT**
Ocean
50 **WARLORDS**
Unknown
51 **1869**
Flair
52 **GETTYSBURG**
Mirrorsoft
53 **ARMADA**
Mirrorsoft
54 **BORODINO**
Mirrorsoft
55 **MONOPOLY**
Unknown
56 **WHEN TWO WORLDS WAR**
Impressions
57 **RISK**
Unknown
58 **BATTLE CHESS II**
Intercom
59 **BATTLEMASTER**
Unknown
60 **MOONBASE**
CRL
61 **BATTLE CHESS**
Electronic Arts
62 **LORDS OF CHAOS**
DMI
63 **BRIGADE COMMANDER**
Unknown
64 **HILL STREET BLUES**
Krisalis
65 **AIRFORCE COMMANDER**
Impressions
66 **KINGMAKER**
US Gold
67 **AIR BUCKS**
Impressions
68 **GOLD OF THE AMERICAS**
Starbyte
69 **HALLS OF MONTEZUMA**
US Gold
70 **ARNHEM**
CCS
71 **GERM CRAZY**
Electronic Zoo
72 **TOWER OF BABEL**
Microprose
73 **CHESS CHAMPION 2175**
CDS

74 FLOOR 13
Virgin
75 FIGHTER COMMAND
Impressions
76 FORT APACHE
Impressions
77 LIFE AND DEATH
Mindscape
78 INTERCEPTOR
Electronic Arts
79 RED LIGHTNING
SSI
80 CONFLICT EUROPE
Mirrorsoft
81 COHORT
Impressions
82 SEIGEMASTER
CCS
83 STORM ACROSS EUROPE
SSI
84 CONFLICT: MIDDLE EAST
US Gold
85 NAPOLEON I
Impressions
86 AFRIKA KORPS
Impressions
87 BIG BUSINESS
Rainbow Arts
88 RAMPART
Domark
89 MAELSTROM
Empire
90 CASTLES
Electronic Arts
91 CRIME CITY
Impressions
92 'NAM
Domark
93 TRADERS
Unknown
94 NUCLEAR WAR
US Gold
95 CHARGE OF LIGHT BRIGADE
Impressions
96 CASTLES 2
Interplay
97 CHAMPION OF THE RAJ
Mirrorsoft
98 DRAGON FORCE
Phalion
99 OVERRUN
US Gold
100 WATERLOO
Mirrorsoft

Arcade Strategy

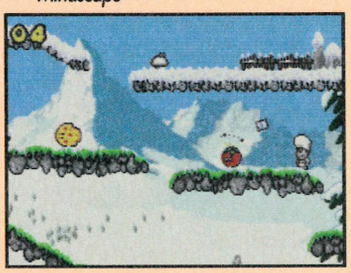
1 CANNON FODDER
Virgin
2 FRONTIER - ELITE 2
Gametek

3 LIBERATION
Mindscape
4 ELITE
Rainbird
5 SYNDICATE
Electronic Arts
6 SPACE HULK
Electronic Arts
7 ARMOUR-GEDDON
Psygnosis

8 DYNABLASTER
VBI
9 THE KILLING CLOUD
Mirrorsoft
10 HEIMDALL 2
Core Design
11 FLAMES OF FREEDOM
MicroProse
12 HIRED GUNS
Psygnosis
13 STARGLIDER 2
Rainbird
14 THEATRE OF DEATH
Psygnosis
15 STORM MASTER
Silmarils
16 SPECIAL FORCES
MicroProse
17 NORTH AND SOUTH
Infogrames
18 WAR IN THE GULF
Empire
19 PIRATES
US Gold
20 TRANSARCTICA
Silmarils
21 INTERPHASE
Mirrorsoft
22 DRAGON'S BREATH
Palace
23 MIDWINTER
MicroProse
24 IRON LORD
Ubisoft
25 MILLENIUM 2.2
Activision
26 DAMOCLES + Mission Disk
Novagen
27 COVERT ACTION
MicroProse
28 VOYAGE BEYOND
Unknown
29 LORDS OF THE RISING SUN
Cinemaware
30 ROBIN HOOD
Millennium
31 ANCIENT ART/WAR IN SKIES
MicroProse
32 NARCO POLICE
Dynamix
33 STAR CONTROL
Unknown
34 TEAM YANKEE
Empire
35 MOONFALL
Hewson
36 TIME MACHINE
Activision
37 MAGIC FLY
Activision
38 PACIFIC ISLANDS
Empire
39 CYTRON
Psygnosis
40 STRIKE FLEET
Electronic Arts
41 STARFLIGHT
SSI
42 SPACE ROGUE
Unknown
43 RULES OF ENGAGEMENT
Impressions
44 ARMOUR-GEDDON II
Psygnosis
45 MAGIC GARDENS
Electronic Zoo
46 ECO PHANTOM
Elec Zoo
47 VOLFIED
Empire
48 AIR SUPPORT
Psygnosis
49 SWORDS AND GALLEONS
Silver
50 D-DAY
US Gold

Platform

1 JAMES POND 3
Millennium
2 FLASHBACK
US Gold
3 SOCCER KID
Krisalis
4 BUBBLE N SQUEAK
Audiogenic
5 SUPERFROG
Team 17
6 NAUGHTY ONES
Kompart
7 OUT TO LUNCH
Mindscape



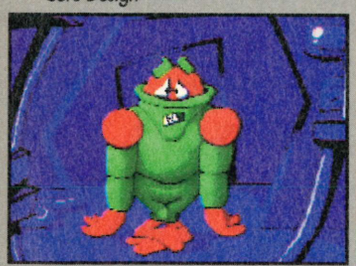
8 ZOOL
Gremlin
9 THE ADDAMS FAMILY
Ocean
10 ASSASSIN '94
Team 17
11 ASSASSIN
Team 17
12 PREMIERE
Core Design
13 GODS
Renegade
14 FURY OF THE FURRIES
Mindscape
15 ZOOL 2
Gremlin
16 RAINBOW ISLANDS
Ocean
17 PRINCE OF PERSIA
Domark
18 DONK
Supervision
19 PARASOL STARS
Ocean
20 FIRE & ICE
Renegade
21 ROBOCOD
Millennium
22 ARABIAN NIGHTS
Krisalis
23 PUGGSY
Psygnosis
24 LEANDER
Psygnosis
25 PUTTY
System 3
26 COOL SPOT
Virgin
27 BRIAN THE LION
Psygnosis
28 RICK DANGEROUS 1+2
KrisalisMicroProse
29 QUICK THE THUNDER RABBIT
Titus
30 ALIEN 3
Virgin
31 TRAPS 'N' TREASURES
Krisalis
32 QWAK
Team 17
33 SLEEPWALKER
Ocean
34 CHUCK ROCK II
Core Design
35 DELIVERANCE
21st Century

36 IMPOSSIBLE MISSION 2025
MicroProse
37 FUZZBALL
System 3
38 RODLAND
The Sales Curve
39 JAMES POND
Millennium
40 9-LIVES
Arc
41 ALFRED CHICKEN
Mindscape
42 LETHAL WEAPON
Ocean
43 ELF
Ocean
44 MYTH
System 3
45 SWITCHBLADE 2
Gremlin
46 FANTASTIC DIZZY
Codemasters
47 SUPER METHANE BROTHERS
Apache
48 TEARAWAY THOMAS
Soundware
49 BEAVERS
Grandslam
50 JIM POWER
Loriciel
51 WOODY'S WORLD
Global
52 'ALLO 'ALLO
Alternative
53 GLOBAL GLADIATORS
Virgin
54 TROLLS
Flair
55 MAGIC BOY
Empire
56 SWITCHBLADE
Gremlin
57 MAGIC POCKETS
Renegade
58 TOKI
Ocean
59 ELVIRA THE ARCADE GAME
Flair
60 THE BLUES BROTHERS
Titus
61 WONDER DOG
Core Design
62 CHUCK ROCK
Core Design
63 P.P. HAMMER
DMI
64 CREATURES
Thalamus
65 DEEP CORE
Ice
66 LIONHEART
Thalion
67 MCDONALD'S LAND
Virgin
68 BC KID
Ubi Soft
69 CRASH DUMMIES
Virgin
70 OSCAR
Flair
71 BUBBLE BOBBLE
Firebird
72 HARLEQUIN
Gremlin
73 FLOOD
Electronic Arts
74 NEW ZEALAND STORY
Ocean
75 VIKING CHILD
Unknown
76 CAR-VUP
Core Design
77 RISKY WOODS
Electronic Arts
78 YO JOE!
Hudson Soft

79 JOE & MAC
Elite
80 NIGHT SHIFT
Lucasfilm
81 DINO DETECTIVE AGENCY
Alternative
82 GLOBDULE
Psygnosis
83 NEBULUS II
Hewson
84 UGH!
Blue Byte
85 MEGA TWINS
US Gold
86 ROLLING RONNY
Virgin
87 BABY JO
Loriciel
88 SUBURBAN COMMANDO
Alternative
89 GHOULS'N'GHOSTS
Elite
90 PREHISTORIK
Titus
91 NICKY 2
Daze
92 WIZ 'N' LIZ
Psygnosis
93 FATMAN
Kompart
94 DENNIS
Ocean
95 DOJO DAN
Europress Software

Puzzle and Quiz

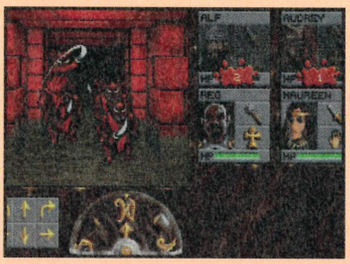
1 LEMMINGS 2
Psygnosis
2 BENEFACTOR
Psygnosis
3 OH NO! MORE LEMMINGS
Psygnosis
4 LOST VIKINGS
Interplay
5 DIGGERS
Millennium
6 PIPEMANIA
US Gold
7 BUBBA 'N' STIX
Core Design



8 ONE STEP BEYOND
Ocean
9 PUSH-OVER
Ocean
10 HUMANS/JURASSIC LEVELS
Mirage
11 BILL'S TOMATO GAME
Psygnosis
12 KRUSTY'S FUNHOUSE
Virgin
13 KLAX
Domark
14 CHIPS CHALLENGE
US Gold
15 TETRIS
Infogrames
16 BRAT
Mirrorsoft
17 WIZKID
Ocean
18 BOB'S BAD DAY
Psygnosis
19 BLOB
Core
20 GOBLIINS 2
Coktel Vision
21 MORPH
Millennium
22 GOBLIINS
Coktel Vision
23 GOBLIINS 3
Sierra
24 TRODDLERS
The Sales Curve
25 SINK OR SWIM
Zeppelin
26 TINY SKWEEKS
Loriciel
27 LOOPZ
Audiogenic
28 SUPER TETRIS
MicroProse
29 STEG
CodeMasters
30 SWITCH QUIZ
Switchsoft
31 BLOCKOUT
Unknown
32 LOCOMOTION
Global
33 WELLTRIS
Infogrammes
34 BUG BOMBER
Unknown
35 ISHIDO
Palace
36 PUZZNIC
Ocean
37 NEVERMIND
Psyygnosis
38 E-MOTION
US Gold
39 TRIVIAL PURSUIT
Domark
40 MONOPOLY
Supervision
41 CASTLE OF DR. BRAIN
Sierra
42 STONE AGE
Grandslam
43 ATOMINO
Psygnosis
44 SUPAPLEX
Digital Integration
45 LOGICAL
Rainbow Arts
46 GEM'X
Unknown
47 BRAIN BLASTERS
Psygnosis
48 ATOMIX
Unknown
49 REVELATIONS
Krisalis
50 PICK'N'PILE
Ubi Soft
51 QUADREL
Krisalis
52 CATCH'EM
DMI
53 PLOTTING
Ocean
54 7 COLORS
Infogrames
55 KWIK SNAK
Unknown
56 SPINDIZZY WORLDS
CodeMasters
57 JUMPING JACKSON
Unknown
58 CLOWN'O'MANIA
Unknown
59 SCRABBLE
Melbourne House
60 MANIX
Millenium
61 MANIC MARBLE
Unknown
62 SCRABBLE
US Gold
63 TILT
Unknown
64 BOULDERDASH
First Star
65 BOSTON BOMB CLUB
Silmarils

Role Playing

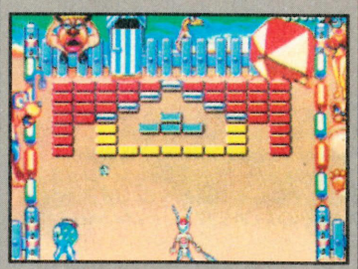
1 AMBERMOON
Thalion
2 DUNGEON MASTER
Psygnosis
3 CHAOS STRIKES BACK
Psygnosis
4 EYE OF THE BEHOLDER II
US Gold



5 LEGEND
Mindscape
6 KNIGHTMARE
Mindscape
7 AMBERSTAR
Thalion
8 BLACK CRYPT
Electronic Arts
9 MIGHT AND MAGIC III
US Gold
10 PALADIN II
Impressions
11 BANE OF THE COSMIC FORGE
US Gold
12 EYE OF THE BEHOLDER
US Gold
13 MIGHT AND MAGIC II
US Gold
14 PERIHELION
Psygnosis
15 SHADOWORLDS
Krisalis
16 WORLDS OF LEGEND
Mindscape
17 LEGACY OF SORASIL
Gremlin
18 POOLS OF DARKNESS
US Gold
19 DARKMERE
Core Design
20 DEATH KNIGHTS OF KRYNN
US Gold
21 CHAMPIONS OF KRYNN
US Gold
22 BLADE OF DESTINY
US Gold
23 BARD'S TALE III
Electronic Arts
24 BARD'S TALE II
Electronic Arts
25 ABANDONED PLACES 2
ICE
26 ISHAR 2
Daze
27 ULTIMA VI
Mindscape
28 EXODUS
Global
29 STARFLIGHT II
US Gold
30 WHALE'S VOYAGE
Flair
31 STARFLIGHT
US Gold
32 SHADOWLANDS
Domark
33 SECRET OF THE SILVER BLADES
Infocom
34 HARD NOVA
Electronic Arts
35 SHADOW SORCERER
US Gold
36 ISHAR/LEGEND OF FORTRESS
Daze
37 LEGENDS OF VALOUR
US Gold
38 LORD OF THE RINGS
Electronic Arts
39 SPACE 1889
Empire
40 MEGATRAVELLER 1
Empire
41 BUCK ROGERS
US Gold
42 DRAGON WARS
Unknown
43 AZURE BONDS
US Gold
44 POOL OF RADIANCE
US Gold
45 LEGEND OF FAERGHAIL
Rainbow Arts

Bat 'n' ball

1 PINBALL FANTASIES
21st Century
2 PINBALL DREAMS
21st Century
3 ARKANOID 2/REV OF
Ocean
4 SHUFFLEPUCK CAFE
Ubisoft
5 ARKANOID
Ocean
6 KRYPTON EGG
Rainbird



7 BUNNY BRICKS
Silmarils
8 LORDS OF WAR
Rainbow Arts
9 BOTICS
Krisalis
10 TITAN
Titus

This box is just as much fun as the first one let me tell you. I wonder if you can guess what we'll come up with next month?

SwapShop

Do you own any type of Amiga? Do you wish to make lots of new contacts all around the UK? Join our service. For more information send an A5 sized SAE to Mr C Bridgen, 34 Hill Top Road, Northfield, Birmingham B31 5AP

I have Black Crypt, Cannon Fodder, Street Fighter Two. Would like to swap for Apocalypse, Chaos Engine, Global Domination. Will concider offers. Stephen Quinn. Phone on 998 8967. Leave message on answer phone.

For sale, Zool £10. Pinball Dreams £8 Putty and Pushover both £5 each. All boxed originals. Write to Nicholas Parrott, 3 Jervis Close, Houbrook, Ipswich, Suffolk IP9 2RQ

Warlords the new play by mail game. Play against up to 200 players across the country. Send a large SAE to 20 Lilydene Ave, Grimethorpe, Barnsley S72 7AA England.

Wanted; Artists to work on A1200. Professional art only. DPaint pics only. For release of new game. Please send your details with sample of artwork. 100% reply guaranteed. The Barn, Stableford Hall, Stableford, Nr. Bridgnorth WV15 5LS.

NES for sale with Super Mario Bros 3 game, all leads, 2 control pads and all in excellent condition. £25 contact Neil weeks days after 6pm on 081 863 2362.

Amiga Action Issues 1-57 for sale. Good condition, but no coverdisks. Complete set only £28! Also for sale; Gameboy with four games for £35. Ring Ben after 6pm 0243 376461

Amiga contacts wanted 100% reply. Send your list to get mine. Over 30 original games to sell for the 1200 & 500. Average price £12.00, buyer must collect, telephone or write. A.E. Ingram, 99 Chelveston Drive, Corby Northants. 0536 261194

Swap Frontier, Chaos Engine, Desert Strike, Alien Breed Special, Project X, Mig 29, Zool, Cardiax, Swiv, for Darkmere, Cannon Fodder, Alien Breed 2, Dogfight, Ishar one or two, Jungle Strike, Pinball Fantasies, Retaliator or what you have got. Originals only. Phil Matley 061 338 7044

Selling; Monkey 2, Faldos Golf, Special Forces £17. Moonstone, Populous 2, £15. Pools of Darkness, Premier Manager, SF2, Domark Rugby, Pinball Dreams, Lotus 3, Zool 2 £10. Prince of Persia, Man Utd Europe, Falcon, Kick Off 2 £5. Consider swap. Phone Stephen Harrison 0970 828326

For sale. Desert Strike, Dune, Civilisation, Premier Manager 2, Man Utd Premier League, Chaos Engine, Blue + The Gray. Lots of others. From £3 to £10 each. Phone Gary on 0202 423879 after 6pm.

CD32 games to swap. My Project X, Overkill, D/Generation, Liberation, Now Games 1, Whales Voyage, Global Effect for your Bubba N Stix, Seek and Destroy, Pirates! gold, Zool 2, Fire and Ice. 081 940 1935. Paul Japp.

Lonely A1200 user. Need more allies in the fight of life. Write soon. Wille Henderson, 12 Clyde Drive, Craigshill, Livingston EH54 5LF.

Wanted multi player soccer manager. Good price paid. For details please ring Paul on 0743 354395

Good Amiga artist wanted to work on games with coder and musician. Send example if possible. Mark Jackson, 41 Salterton Rd, Exmouth, Devon EX8 2ED.

I need an external 3.5" floppy drive, will buy or swap. Also 20Mb hard disk to sell for A500. £85. Keith Morrison, 5 Curties Drive, Brompton-on-Swale, Richmond, North Yorks.

Wanted B. Steel Sky, Monkey Island II. Swap for Putty, Batman Returns and Captain Planet, Dennis. Even 2 for 1. Phone 0606 593124

Sim Earth, excellent condition £10. Also FunSchool 4 (7-11 yrs) also £10. Write to J.Wadcock, 13 Hollybank Rd, Runcorn, Cheshire WA7 2AW

Penpals wanted worldwide. If you are 12-16 years old write to; Chris Batzios, Alexandrias 117, 54646 Thessaloniki, Greece.

I want to sell these games each for £5. Monkey Island 2, Simon the Sorceror, Space Hulk. Kieran Newton, 0843 846010

I am selling Lotus 2 for £5 or will swap for Sim City. Lewis Phillips, 36 Elmstead Gardens, Worcester Park, Surrey.

Amiga contacts wanted preferably female. 100% reply write to Mr. William Yeats. 98 Bankhead Ave, Bucksburn Aberdeen, Scotland AB2 9EY

Wanted Monopoly for A600. Will pay up to £15. Phone James on 061 747 8825.

Wanted for A500, Shinobi. Phone evenings 0784 242329

Wanted: Telephone numbers for Premier Manager II plus any other cheats for the afore mentioned game. Rewards available (probably). Jamie Lister, 4 Honeysuckle Close, Southwold Estate, Bicester, Oxon OX6 9YD.

Sell, Alien Breed 2, Stardust £10 each. Sensi Soccer, Myth, Assasin, Project X, Lotus 3, Wizkid, Putty, Chartattak, Push Over, R-Type 2, Alien Breed, Xenon. £5 each. Martin Railton, 39 Iveston Rd, Delveslane Consett, C.Durham DH8 7HR

Game Gear for sale, Sonic, Sonic 2, Axebattler, Out Run, O.R. Europa, SM.GP, G-Loc, Adaptor. SM.GP & G-Loc - Boxless. £90. Phone Ian 021 605 0407.

Amiga 600. Mouse, two joysticks, 20 boxed games, 21 not boxed. Excellent condition £230. Ring 0225 782844

Wanted Sim City to buy or swap for Oh No More Lemmings or Dizzy Collection. Tel Mark Ireland on 0463 224679

I am 18 and woud like to hear from Sunderland fans around the world or England or from total babes. Tony Thompson. 145 Hahnemann Court, Southwick, Sunderland, Tyne and Wear.

For sale Terminator 2 £10, WWF £10, Beast Busters £5, A.S.G. 27 Halley Avenue, Loughborough, Leicester LE11 0QW (swap Kamikaze)

Sale: Game Gear. 3 games + Master System converter all boxed with instructions £60 ono. Bargain. Phone Gaz 0533 693207

Sell or swap Jurassic Park £12. Send your list to Alex Hill, 39 Cornflower Closem Locks Heath, Southampton SO31 6SP.

Swap: Amos programs, information, help, I'm a relative beginner, but very keen to help/learn from others. Tel Ian: 0533 886091 (Leicester)

Printed list of over 400 cheats. Send £5 to Michael Lord, 34 Deerpark Road, Cliviger, Burnley, Lancashire. BB10 4SD.

For sale: Desert Strike. No box or manual. £4. Write to James Willett, 303 Bury St, West London N99 JN.

I am selling: Flashback £10. Jurassic Park £10. Eye of the Beholder £10. Hired Guns £5, The Secret of Monkey Island £8, Transwrite + Mailshot plus £25 together. Wanted Bards Tale 2/3 or Ultima games. Tel Ivan 0703 493360.

Amiga 2000, colour monitor, five meg, PC286 bridgeboard, 42meg HD, rom sharer. Many extras £650. Phone J.Lee on 0535 670166

Amiga contacts wanted. Anybody, anytime, anywhere. Send those lists to Andrew Thomas, 38 Caradox St, Cwmcarn, Gwent NP1 7EF

Wanted: Breach 2. Will pay fifteen pounds for game in good condition. Phone now! After 12 am on 041 647 3745.

1200 Contacts wanted. 100% reply. To Jason, 2B, Wexford Road, Oxton, Birkenheadm Merseyside L43 9TD.

Amiga A1200 owner seeks penpals any age world wide lage selection of full price ad budget games. Amiga A1200 owners. Patrick Devlin, 44 Norglen Crescent, Belfast BT11 8DJ. Co. Antrim, N. Ireland.

Male penpal wanted. Must have A600 and like football. Send to Carmine Fortini, 30 Valebrook, Hexham, Northumberland.

Indy Fate of Atlantis, Monkey Island 2 swap for Flashback, Simon the Sorceror. Tel Stephen on 0278 722118 after 6pm.

Old Amiga magazines for sale. £1.50 each. Phone Laurence on 0323 765670

For sale coverdisks from most mags over 300 in total. £1 each. James Barker, 26 West Bank Ave, Lytham, Lancs FY8 5RB

Amiga Contacts wanted. 101% reply, Have got lots of top games. Please send list to Pat. 56 Timmeryetts, Broxburn, West Lothian, Scotland EH526AU

Wanted Amiga 500 contacts world wide. Send lists to 27 Pentland Crest, Dundee, Scotland DD2 2BT. Pen pals also wanted. Reply 100% M/F.

SNES for sale with four top games. Was worth £240, now £190 ono. Tel William 0935 891778

For sale: Sega Game Gear with TV tuner and eight top games and carry case. Only £140 or less. Tel: 051 342 5669

Help! I've just bought an Amiga 500 plus and I need help to build a software collection so send a list of your games. Wayne Hopkins, 23 Bradmore Grove, Weoley Castle, Birmingham B29 5EN.

For sale: Software for the A500+ or 600. International Truck Racing boxed with instructions £7.50. Also Game Gear, instructions £15.99. Tel: 0799 599 588.

Interceptor, Space Rogue, UMS £5 UMS data disks £5 UMS 2 £10. XJ220 Truetracks data disk £3. Paul, 0273 813751

Flashback, Kyrandia, EOB II, Simon the Sorceror for sae or swap. Decent offers only call Dumbi anytime on 081 3183309

Worldwide penpals wanted. Male or female aged 11-13. Reply 100%. Contact: Sophie Wheeler, 70 South Street, Crewkerne, Somerset TA18 8HA.

Amiga contacts wanted. 999% reply guaranteed. Send list to Mark. 44 Stapleton Green, Temple Herdewyke, Lemmington Spa, Warks CV33 OUG

Swap/sell Pinball Dreams/Fantasies, Black Crypt, Blood Money, Fish for the Battle Isle data disk. Call William on 0530 831912 between 3.30 - 5.30.

Amiga games for sale, all originals for printed lists write to Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield S31 8L2

Wanted: Fast, and reliable contacts. Send lists/disks to: Asher Hudson, 24 Princes Way, Macclesfield, Cheshire SK11 8UB

Hints and maps requirded for Bards Tale III. Hints for Civilisation, PRM II if requested. SJ Hubbard, 178 Kingfisher close, Bradwell. NR31 8PQ.

For sale: Bubba N Stix, Pit Fighter, Trolls for A1200. All for £25. Call after 4pm before 6.30pm. Ask for Rich. Tel: 0594 822685

I'm looking for World Wide penpals, between 15-17 female. Send to 22 Belsay, South Shields, Tyne and Wear NE34 6RR.

I've just set up my own PD library and I have lots of titles. 2-5 games on a disk, all for £1.50. Some other titles for £2.50, all properly made by company, not pirates. Send for lists. Many assasins and other titles. (Most work on an A1200) Mark Simpson, 16 Fishermans Ave, Southbourne, Bournemouth.

Amiga Action Replay MKIII £20, A1010 external drive £20, Power scanner v2 £50. Settlers £19. Phone 0983 840195 (before 7pm).

Swap Final Fight, Smash TV and Fire Force for Dynablaster original only contact Daniel Buchanan. c/o Campbell, 38 Pollokshaws Rd, Glasgow, G41 1PX.

Sell: C.M. Italia, P.Manager, Reach for Skies, Blastar £10 each. European champs £15. Striker £5. Phone Mike Whittaker 0792 844100

Sell: Robocop 3, Blastar, Theatre of Death and Photon Paint 2.0. Reasonable offers considered. Also Manchester Utd PL Champs £15. Phone 0202 427945.

Want to set up an PD library? Contacts needed. Any disks would help. Contact Jonathan Blackburn, Longridge, Potters Bank, Durham.

SNES, 3 controllers, Starwing and mags. Want £60 or swap for A500/600 any condition. 11 Withycombe Drive, Banbury, Oxon.

Wanted: Amiga contacts world wide. 100% reply all formats. Swap tips games and ideas. Also pen pals wanted. Nick Barker, 21 Linksfield, Fulwood, Preston, Lancs PR2 3RW

I'd like contacts with people with A1200's and the James Pond Secret Agent pack. Male/female aged 11-13. Tel: 0372 456146

Amiga contacts wanted worldwide. 100% reply. Please send disks/list to Kevin Bosei, Tumyrvn 28, 1482 Nittedal, Norway.

20 Mb hard drive for A1200 sale £50. Call Andrew Woodhead on 0222 891146

Sleepwalker £10 or Virtual Reality 4 game pack £5 or swap for Bill Elliots Nascar. Phone Richard on 0246 819762.

For sale: Megadrive with Menacer and 19 games all in original boes with instructions. £300. Phone 0287 643941.

Willing to sell Amiga 1200 for £100ono. Please ring Jody Wyatt on 0491 651294 or 65 Honey Lane, Cholsey, Oxon.

Amiga games - will swap for adventure games or sell, all under £10 - Phone Gabriel on 081 659 7185 after 4pm.

Amiga Contacts wanted. 100% reply speed and reliability expected and guaranteed. Contact Andy, 2A St Austell Road, Weston Super Mare, Avon BS22 8LL.

1200 Contacts wanted. 100% reply. Send lists/disks to Jason, 11A Alexandra Rd, Birkenhead, Merseyside L43 4XX.

Wanted: Hint books for Dungeon Master and Chaos Strikes back. Also Red Storm Rising game. Phone Martin on 0689 848528

Have History Line, Pinball Fantasies/Dreams, Operation Stealth, Legend. Want 1869, Ragnarok, Bat 2, Ashes of Empire, Gold of the Aztecs, EOB 2, Rult. Allan Brown on 071 793 1185

Amiga contacts wanted wordwide. Please send disks lists fast. Reply 100%. AL-RI22A - PO BOX 51651, Kuwait 53457.

Swap or sell Zool, Striker £10 Pang, Rodland £5. Micro-Machines £15. Phone 0359 259632 after 5pm. Ask for Thomas.

Amiga beginner wants contacts to swap games and also to find out what more the Amiga 600 has to offer. 84 Greenacre, Edwalton, Nottingham NG12 4BE

Amiga contacts wanted CD32 and 500, 100% reply send lists to D Holmes, 149 Sutton Road, Shrewsbury, Shropshire SY2

SwapShop

6RA

SNES for sale, plus 3 games inc SFII plus Super Scope with 6 game cartridges, all boxed good condition, sell for £110.

Amiga contacts wanted, preferably male. Send lists or disks to 1 West Acres Drive, Church Gresley, Swadlincote, Derbyshire DE119RW

Look here I need more A1200 contacts. Write to me at PO Box 165, 4220 Korsor, Denmark.

Will swap ploughmans lunch for pair of wellies. Also wanted a pair of udders and some jobs for Sharpies dad. Farmer Piles, Piles Farm, Barrow in Furness, Cumbria.

Available for swap War in the Gulf and Syndicate. Also others for platforms or adventures. Offers to Chris 0442 65882

Swap/sell Campaign 2 £15, Striker £7, Sleepwalker 1200 £7 for Pro Tennis Tour 2, Brutal Sports Football or Battle Isle `93. Tel: 0692 407244.

Amiga contacts wanted, male or female. 100% reply, send lists and letters to Paul Jackson. 77 Brereton Avenue, Cleethorpes, S.Humbs DN357RP

For sale Monkey Island and F17 Challenge £5 each. Syndicate £15 ono. Phone Gary on 08406 222

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Amiga public domain contacts wanted. Send disks or lists to Spencer Jarvis, 44 Brampton Close, Corringham, Essex SS17 7NL

Amiga contacts wanted. Send disks to Gavin, 140 Taplow, Thurlow Street, London SE17 2UJ

A600 scanner wanted. Must be cheap. Also contacts for swaps. Also as well female Amiga user penpal wanted - any age. Micks' P.D. Please send SAE plus £1 for catalogue disk. Mick Green, 15 Bristow St, North Ormesby, Middlesborough, Cleveland TS3 6JS

Wanted: Hints and tips for cruise for a corpse for Amiga 600. Padraic Flaherty, 18 Coole Park, Bohermore, Galway, Ireland.

Wanted: Supra 2400 modem. Please contact Tony 0232 656185. Address 9 Lisavon Drive, Belfast, Northern Ireland. Wanted Leisure Suit Larry Games.

Wanted! Wanted! Wanted! The book Amiga Machine Language by Abacus. Will pay up to £15. Paul Phillips, 126 Palmer Rd, Angmering, Littlehampton, West Sussex B16 4LW

Swap: Power Drift for Sim City. Write to Mark Waite, 29 Derby Hill, Forest Hill, London SE23 3YD.

Wanted: All music modules for A1200. Will pay p+p. Also disk repair utils and clip art. Brian Southfield, c/o 11, Simpson Street, Camelon, Falkirk, Stirlingshire. FK1 4B2.

Want Elfmania. Swap for Speedball 2 or Shadow Dancer. Write to Peter Garvin, Lyntleytdale, Haltwhistle, Northumberland NE49 0ND

Wanted: Battle Master. I will swap my Cannon Fodder for your Battle Master. No copies. Must have box and instructions. Tel: 0272 683063

Cheap software for sale. For list write to Andy Devlin, 21 Ash Tree hill, Tandragee, Co. Armach, Ireland BT62 2HW

Amiga contacts wanted. Beginners welcome. 101% reply. Send lists/disks to Andrew Ogden, 3 Bonsal Court, Oak Tree Lane, Mansfield.

For sale: Elfmania £20. Flashback £15. Overdrive £15 European Champions £15. Champ Manager `94 £6. Phone 0788 570157

My A500 needs more contacts so write to me. 100% reply. Peter Hansen, PO Box 246, 4220 Korsor, Denmark.

Wanted: HD Drive + Ram upgrade for Amiga 600 and flight sims, sports sims. Contacts also. 100% reply. Wayne Cochran, Camping la Sirene, Route de Taxo, 66702 Argeles sur mer, sud France.

Amiga games for sale. Huge collection to choose from. Old and new. Very reasonable prices. Send wants list to: Lee Holdon, 151 Albion Towers, Cross Lane, Salford, Manchester M5 4AF

Contacts: Send lists/disks to Maria Fry, 30 Friars St, Shoebury, Essex SS3 9BG.

Amiga Gamer, artist, musician seeks contacts male or female for swaps of games. Sincere need apply only. Send list for swap. 155 Winston Rd, Barry, South Wales. CF62 9S2

Swap: Nick Faldos, Frontier, Shadowlands, Jurassic Park, Championship Manager `93. Anything considered. 25 Arbon Drive, Burnage, Manchester.

MD2 and MCD2 and 15 games brand new and four joypads. Sell for £350. Tel: Scott on 021 523 7202

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Amstrad CPC 464 for sale including TV modulator and over 45 games. All games boxed for £50 ono. Call 0803 663970

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Wanted unrgently: Ferrari Formula One for Amiga 500. Willing to pay or swap. Phone Mark 021 357 1167 after 6pm.

A1200 for sale, 80Mb hard drive and twenty games including Mortal Kombat, Premier Manager II, Simon the Sorceror and Frontier. £400. Tel: 0457 764882.

Amiga contacts wanted. 500/600. Send lists or penpal letters to Mark Peet, The School Bungalow, Marner Place, Asparria, Cumbria CA5 3E2 Tel: 06973 22328

Amiga 1200 penpals wanted male or female. Send lists or letters to Christopher Miller, 4 Elm Avenue, Blockhall Rocks, Hartlepool, Cleveland.

Hi! I have Sensible Soccer on the Amiga. Will sell to highest bidder! Phone 0622 820812 and ask for Alex Collier.

Have thirty four A500 games to sell or swap from £2.00 to £10.00 including Airbus A320, History Line, Pinball Fantasies.

Wanted Ashes of Empire, Ragnarok, Gold of the Aztecs, Chess Championship 2175. Allan Brown, 071-793 1185

600 Contacts over 20. Top games, your list or disc for mine. David, 90 Hollowfield, Coulby, MIddlesbourough, Cleveland, TS8 ORS

Amiga 500, 2 joysticks, mouse, 16 games, disks, disk box. All boxed as new £225 ONO. Stephen Sourbridge, 0384 394151

Wanted: Sherman M4 (Boxed original), decent price paid. Telephone Zin on 0494 536855 (evenings)

Swap Beneath a Steel Sky for anything (short and sweet). Ged McDonnell, 19 Laurel Grove, Greenacres, Dundalk, Co.Louth. Rep of Ireland

You like swap PC games? Yes? Send your list and let's swap. Giovani Tejada Yanez, Joaquin Valverde 484, Lima41, Peru, South America.

Swap: Simon Sorceror. Want: Bane of the Cosmic Forge or dark Queen of Krynn. Write: Ann 27, Costain Grove, Stockton, Cleveland, TS20 1JW

Games for sale from £3. All originals in good condition. DAvid 0292 313680

Amiga 1200 contacts wanted. Send disks lists, anything to Peter, 3 Oxley Grove, Wedley Castle, Birmingham, B29 5DH

Wanted Kings Quest 1&2, Space Quest 2-3. Leisure Suit Larry 1, Police Quest 1,2, Ishar 1, Tel 0933 228893

Amiga agmes for sale. Loads of games. inc Cool Spot, Mortal Kombat. Send 50p for a disc list. K Parsons, 42 Hockley Road, Winecote, Tamworth, Staffs, B775EE

All discs £10.. Also Doop music demo. Plus a disc full of cheats only 50p.....hang on, There's no bloody address or name here.

Swap Premier Manager, Body Blows Galactic (AGA),Walker, Goal, Zool (AGA). For Desert Strike, UFO, Liberation, Sabre Team (AGA), Skidmarks. Tel. Marcus Herbert 0661 860254

30 oldish Amiga games to swap inc. Monkey Islands, Space Ace. Wanted: Swiv, Stardust, Skychase, Shuttle. Tich, 0621 891116.

Amiga games for sale from £2.50. Also Amiga Users club, over 500 members alreadry! Write to Mazamataz and get more from your Amiga! Lyndeor, Duthill, Carrbridge, Scotland PH23 3ND.

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Le Hootère pt 2: Jezza's Revenge

"Amiga Actione – ooh, you are so veree importante yes? You ridicule my Gallic persona yet you are nothink. I know not what FIFA Soccére is, and nor do I have knowledge of zis Valhalla, but wan sing I know for sure: you deed not keep ze promees of last month where you stated you would have a review and solutione. Tres bien, as we say, you have certainly come good, no?

"You are pathetique English rag, and I tell you why. Next month you will for sure be reviewing FIFA Soccére, this I know. A big deal it is not, for while you are fiddling with such childishness I shall be galloping on horse's back across ze plains of Montana, surrounded by rolling hillside and adoring movie peoples, and while you toil sadly with ze World Cup '94 from US Gold. And why World Cup? It is, is it not, ovére?

Ishar 3 you think is impressive yes? Non – society parties in New York are tres impressive, and that is where I shall be, with beaucoup fit birds.

Fields of Glory? Ze only glorious fields are in my vineyard you fish-belly skinned loséres, where I taste the sweet nectar that the heavens provide. Oh, but I would much rather be playing the computer game? I think not.

Universe from Core Design will be reviewed too, and I suggest you no hope sons of malformed monkeys enjoy it – it ees the only time you will venture from your sad back yards, whereas I travel the globe daily.

The coverdisks will be something special you say, and it may be true, but I doubt your ability to keep foul language from creeping on for two months running. Farewell sad magazine people – I am off to do something important while you play with your joysticks...

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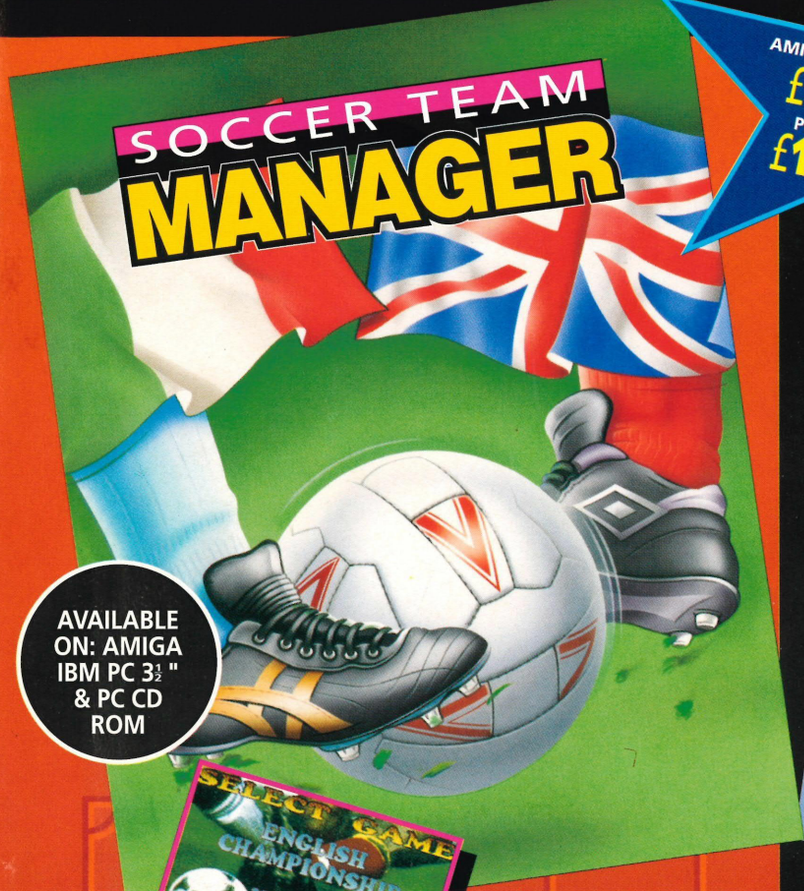

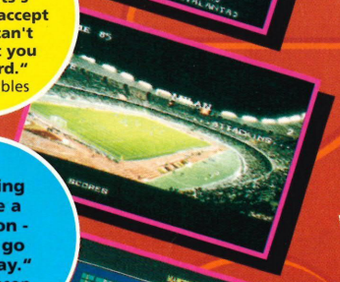

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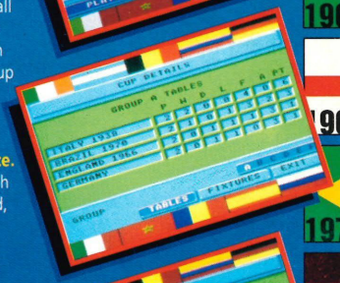

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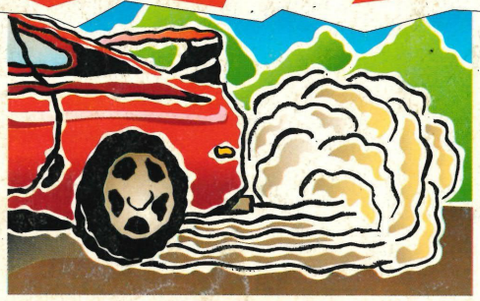

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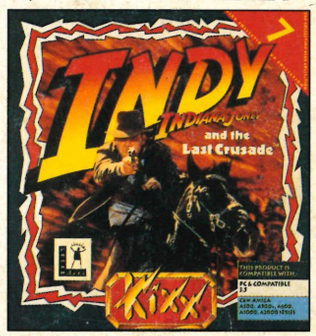

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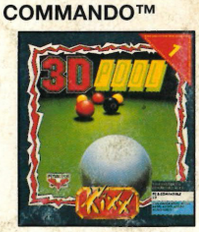

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